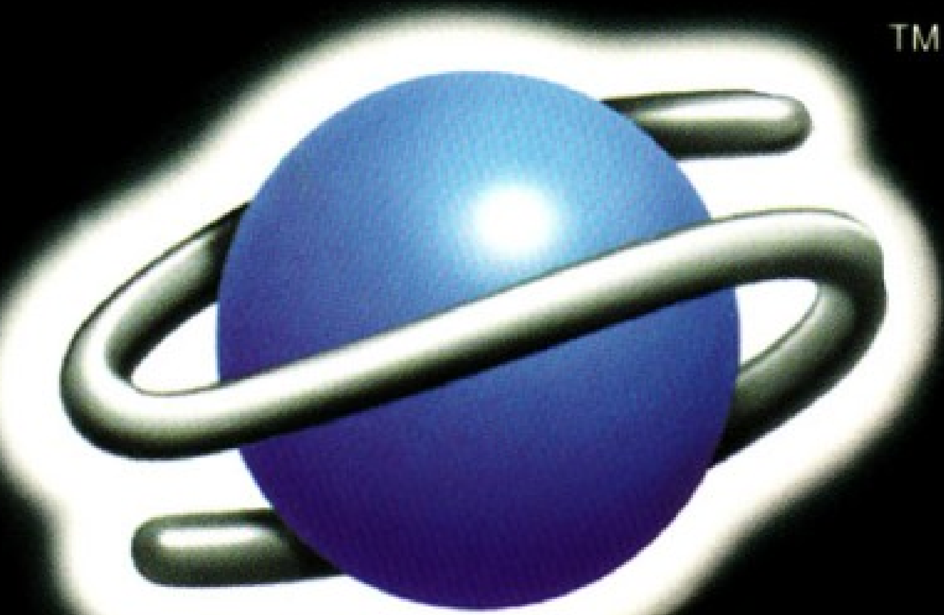
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SEGA No.1 FOR SATURN

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FEBRUARY 1998

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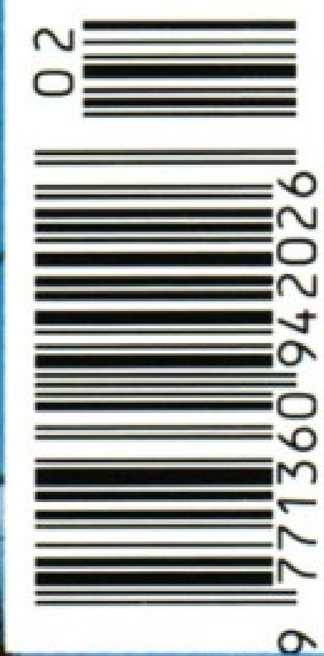
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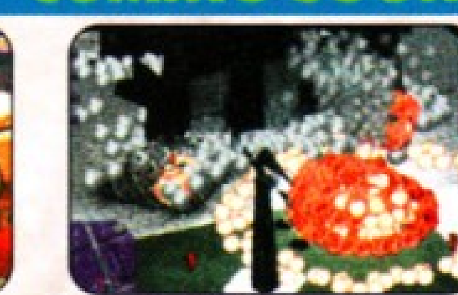
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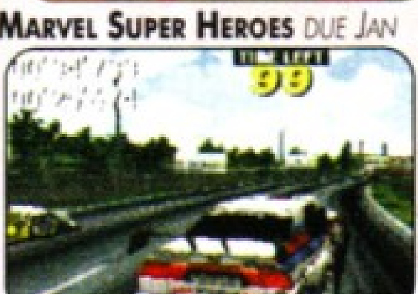
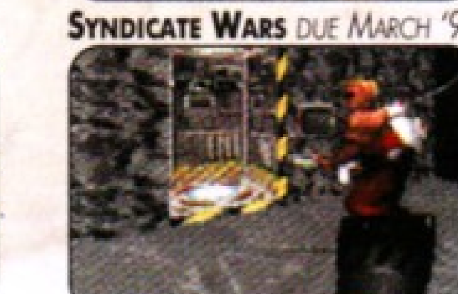
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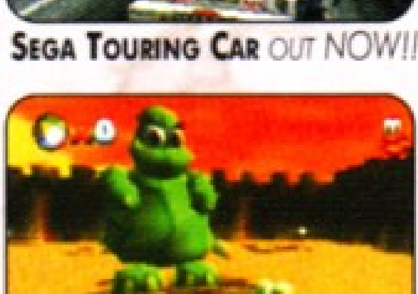


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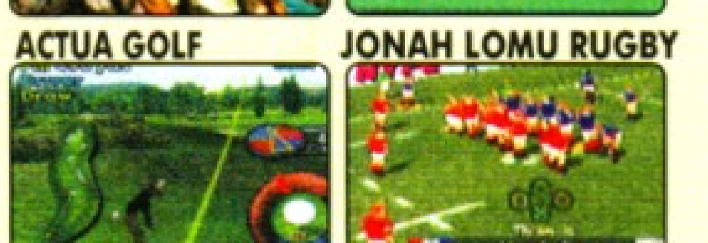

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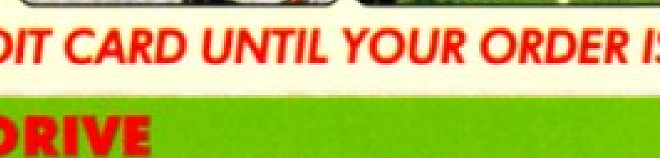

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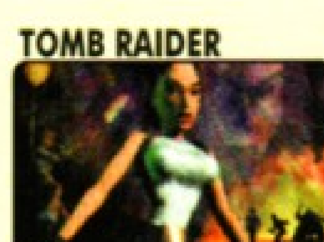
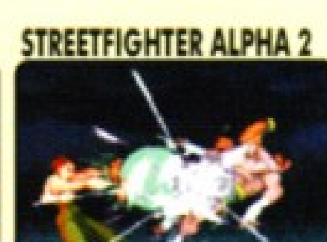



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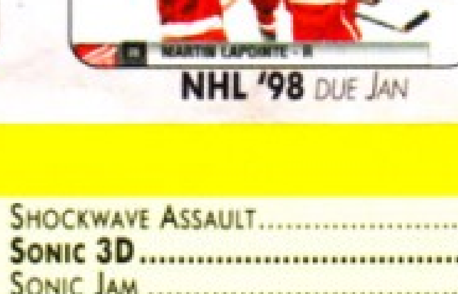
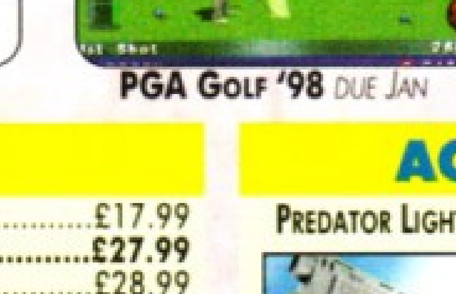
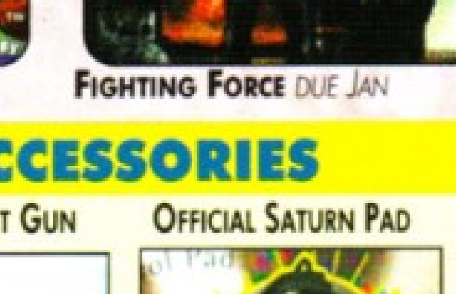

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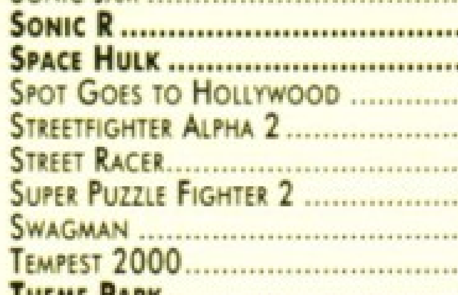
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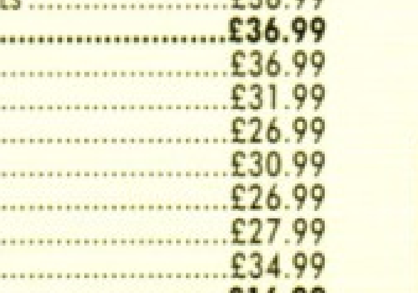
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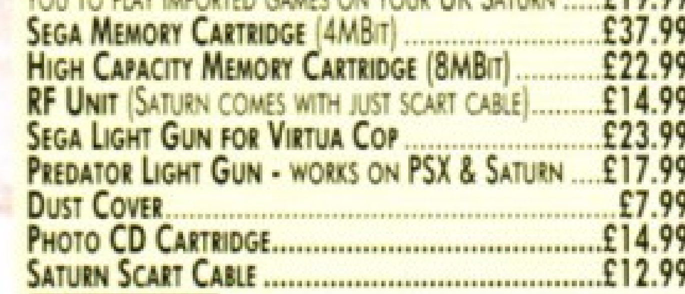
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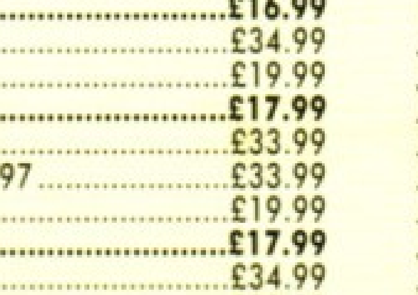
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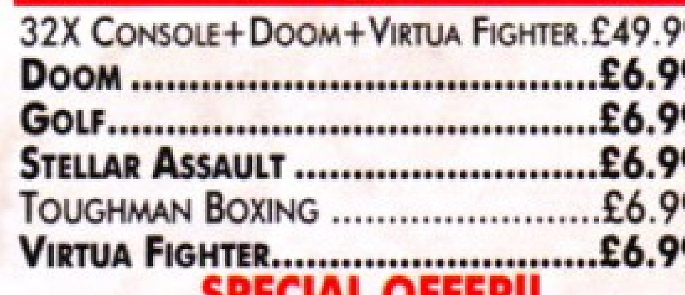
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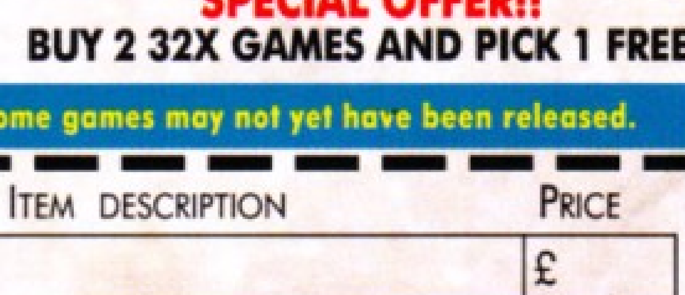



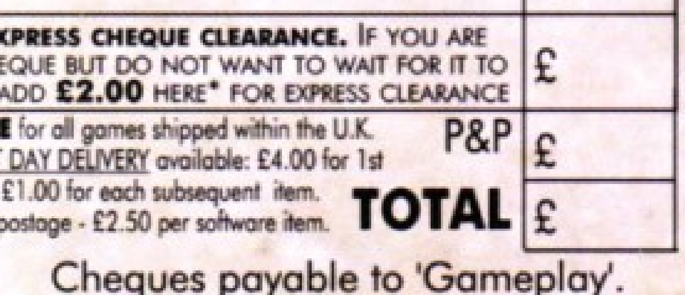
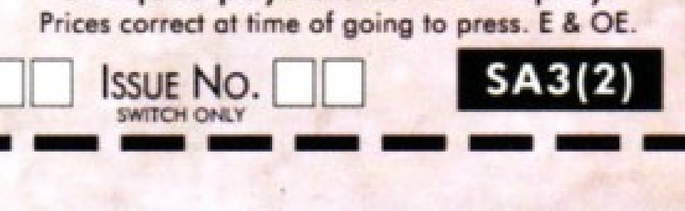
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16



VF2 with robots? Zero Divide has the looks and moves to make it a winner!

20



It's here at last! Part one of Sega's amazing RPG trilogy arrives with a bang!

Features

12 1997 Retrospective
It's been a big year for the Saturn. SSM takes a look back at the highs and lows of the last 12 months!

16 Zero Divide
Fists of iron and souls of steel. Zoom's heavy metal mauler makes it to Jap Saturns in time for Xmas!

20 Shining Force 3
It's here, it's incredible and it's coming your way! Team Sonic's masterpiece blows SSM away!

44 Cotton 2
Yet another import shoot 'em up, but this broomstick blaster is as cute as hell! Give it a whirl!

55 Top 50 Saturn Games
The definitive guide to the Saturn games you just can't live without! And wait 'til you see what's No.1!

Burning Rangers

Exclusive!

Sonic Team's fearless firefighters are finally here. It's a scorcher!









Burning Rangers is just too hot to handle! We take a look at the latest game from the creators of Sonic.

Previews

20 Shining Force 3
24 Vandal Hearts
26 Bubble Symphony

Reviews

66 Rampage World Tour
68 NBA Live '98
70 FIFA '98
72 NHL Hockey '98
74 NBA Action '98

Regulars

06 News
28 Back Issues
29 Subscriptions
30 Virtua Writer
34 Q+A
92 Coin-Operated
08 Out Now

Playing Tips

76 Small Tips
78 Touring Car Guide
84 Quake Guide, Part 2
88 Duke Nukem Guide, Part 3



Waddya mean "Quake's too tough?" Get a life ya wimp! The Master's players guide is all the help you're gonna need!

Panzer Dragoon Saga

Page 46



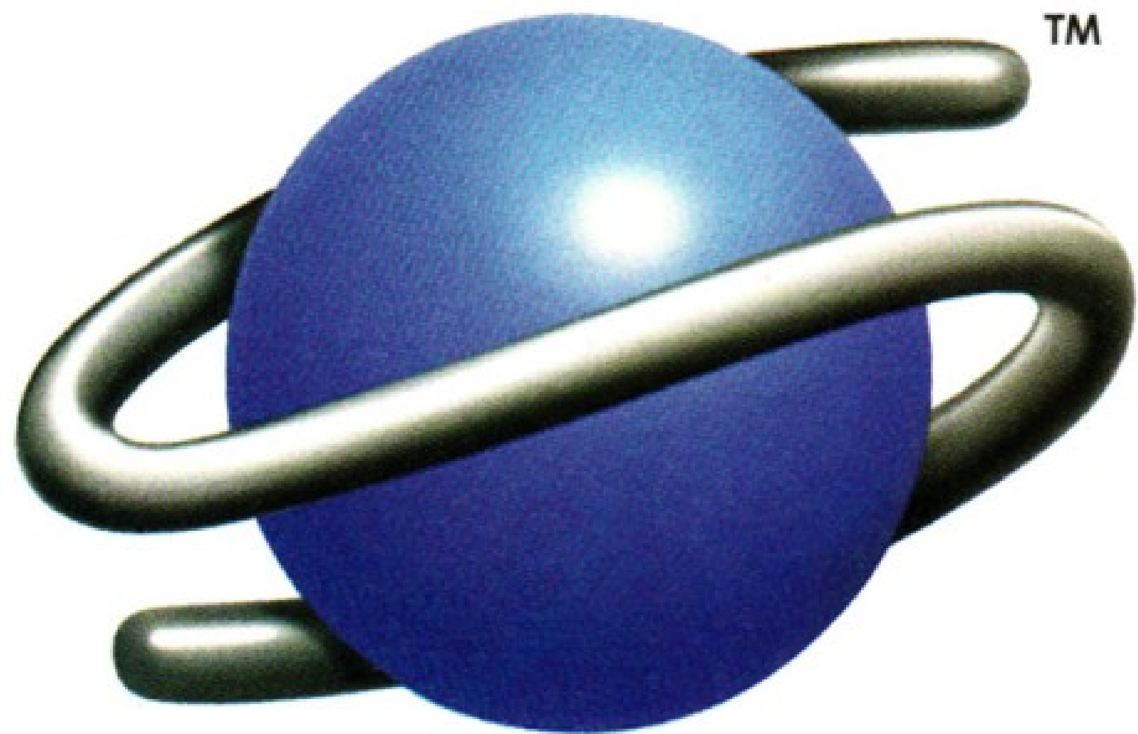
We've played the finished game - It's a stunner!

Winter Heat

First Look

AM3 are back with the snowy sequel to Athlete Kings!

Page 36



NEWS



Into 1998 with SEGA SATURN MAGAZINE! It's been a difficult last 12 months for the Saturn as PlayStation pulled ahead and Nintendo 64 launched (and lost £150 off its retail price in the space of months), but the quality of Sega software has been utterly superb... Duke Nukem 3D, Quake and Sonic R spring to mind. Similarly it's been a great year for SEGA SATURN MAGAZINE - our sales are as strong as ever, the team has grown in talent and ability and we aim to increase our readership still further over the next few months with more changes to the mag plus some utterly mind-blowing demo CDs... I said it last year and I'll say it again now with even more confidence: SSM is here to stay and the best is yet to be!

Excelsior!
Rich Leadbetter,
Editor

The Sonic Team Return!

SSM Exclusive
Go, Go Burning Rangers!

Sonic Team's incredible Burning Rangers nears completion! ■ Japanese release date set for January 31st ■ Awesome redesigned visuals and gameplay surpass previous expectations



If you thought NiGHTS was a revelation, just wait until you see Burning Rangers in action.



Sonic Team always do it better.



The huge flash-fires are really spectacular.



The range of lighting effects are simply breath-taking. Oh, yes.



Later levels are incredible!

ONE OF THE MOST EAGERLY AWAITED Saturn titles of this year must surely be Sonic Team's futuristic fire-fighting game - Burning Rangers. SEGA SATURN MAGAZINE has been privileged enough to sample an almost complete version of the game and can assure readers that this will be THE title to own in 1998.

Last issue we brought you the news that Sonic Team were redesigning certain elements of Burning Rangers' gameplay, resulting in the title missing its pre-Christmas release in Japan. These essential tinkerings are now clear to see, with Burning Rangers threatening to be the epoch-making platform/adventure title Saturn owners are longing for.



From a technical standpoint, the good news is that Sonic Team are making the Saturn work harder than ever before to produce some jaw-dropping visuals. Utilising an enhanced version of the proven NiGHTS game engine, Burning Rangers features some enormous and painstakingly detailed 3D environments, superbly animated characters, huge translucent fires and some incredible lighting effects. It's all very impressive stuff.

READY GAME, FIRE!

The gameplay has also undergone a major overhaul, though it is difficult to gleam too much from the version we've





Above: The aquatic setting of the second level features some incredible translucent visuals.



Whilst comparisons may be drawn with Tomb Raider, given the full 3D freedom and huge environments to explore, Burning Rangers is a faster paced and more exciting experience. Bet you can hardly wait, eh?





Expect a massive feature in the next issue.

received given the massive Japanese dialogue content. However, the basic aims remain the same as they always have - negotiate your way around collapsing 3D environments, battling giant mechs, extinguishing raging fires and rescuing terrified hostages. However, Sonic Team have now added several new gameplay features to spice things up a bit. A Tomb Raider-style exploration element is now firmly entrenched in the latest code, requiring players to seek out key panels to unlock certain sections of each level. They've also upped the pace of the earlier game, with huge flash-fires and explosions punishing players who remain in the same place for too long. And of course, a NiGHTS-style ranking system is now evident in Burning Rangers, assessing players according to time taken, civilians rescued and fires extinguished. The idea being that players will return to the game to beat their previous best score, but more on this next month.

BURN, BABY, BURN!

Most intriguing of all though, are the tantalising hints of what Sonic Team have in store for the final version of Burning Rangers. All ready present in the version we've received are Versus and Sub Game modes, though we're unable to specify exactly how they work at this point in time. We're hoping for a Virtual On-style split screen battle mode, but this really is just speculation on our part. However, rest assured, with Sonic Team on the job, these extra play modes are sure to be awesome!





Yeah, third party support for the Saturn may be dwindling, but when we have incredible first party titles to the standard of Burning Rangers, are we really that bothered?



GET IT WHILST IT'S HOT!

Burning Rangers is now reaching the final stages of its development cycle, with a tentative Japanese release date set for January 31st. This means all things going to plan, a full-screen, full-speed PAL translation of what looks set to be the hottest title of 1998 should be heading your way as soon as March! Cool.

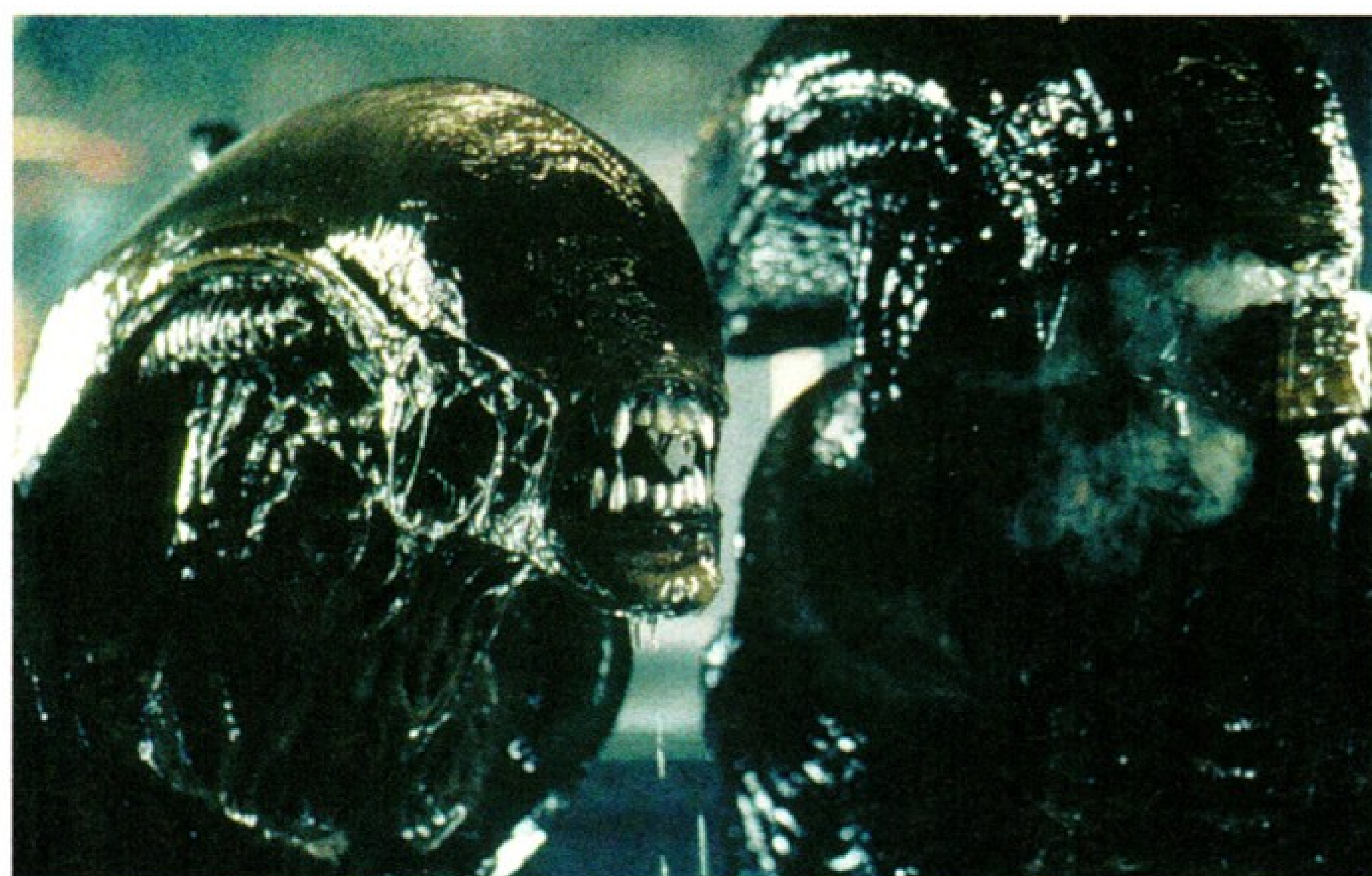
In fact, just about the only bad news to report is that Burning Rangers arrived in our office just as we were about to go to press, so we were unable to give it our usual full-on coverage. However, rest assured that next month's issue of SEGA SATURN MAGAZINE will feature the full expose of what is being touted as Sonic Team's greatest achievement to date - the incredible Burning Rangers. This one's gonna be a scorcher!

New Game

Alien Resurrection

SATURN CONVERSION OF TOP-grossing movie - Tomb Raider-style game engine - Release to coincide with video launch - Last Fox interactive Saturn game

What do you want first, the good news or the bad news? Well for starters, Saturn owners and movie fans alike will no doubt be over the moon to learn that Fox Interactive are busy developing Alien Resurrection for a Spring '98 release. Based on the recently released flick of the same name, the game casts players in the role of the back-from-the-dead Ripley as she kicks alien ass for a fourth time.



"...and a Merry Christmas to all SSM readers!" These bad boys will be back in '98. Beware!

Developed by Argonaut (the folk behind Croc), Alien Resurrection is set to feature Tomb Raider-style 3D levels with massive light-sourced and texture-mapped stages taken directly from the movie. Players explore these levels, exterminating aliens lurking in shadow and attempting to make it off the movie's doomed space station setting in one piece. If Argonaut manage to capture the spooky look and feel of the film then there's no doubt they'll have yet another successful hit on their hands.

Unfortunately, the downside is that Alien Resurrection will be Fox Interactive's last Saturn game. While



this is certainly a blow for Saturn owners, Fox deserve praise for sticking with Sega's 32-bit wonder long after other 3rd party developers had lost their bottle. We'll commence our massive Alien Resurrection coverage next month with an EXCLUSIVE look behind the scenes at Argonaut!



The game's rendered opening movie looks cool.



Makes a change from turkey we guess...

OUT NOW

Due to the arrival of some hot new coin-ops, coupled with the lack of games actually "Out Now", we've decided to put these games in the news section. Read 'em and weep...

Game of the month

Steep Slope Sliders

BY SEGA PRICE £39.99 92%

Whilst PlayStation owners have had Cool Boarders and its sequel to swoon over, Saturndom has been seriously bereft of some "radical air"-related activities. Until now that is. Steep Slope Sliders has been licensed from JVC in Japan and is a wise release from Sega. Using a third person perspective 3D graphics engine, SSS is one of the best-looking Saturn titles around, with super-smooth 3D update and some stunning locales to surf over and around. The game also includes tons of tricks for you to master. But the real key to the success of Steep Slope Sliders is the precious element that is its playability. The game just feels so good to play - and it's all down to the intuitive nature of the tricks you can perform via the excellent control method. And the feedback you get on the board from the ice is excellent too.

Apart from a two-player mode, Steep Slope Sliders has it all: awesome audio-visuals, combined with a seriously impressive level of playability and indeed tons of secrets too! Even if you're not so keen on snowboarding you can't fail to be impressed by this "cool" game.



Grab some of that inevitable "mad air."

Shame of the Month

NASCAR '98

BY ELECTRONIC ARTS £39.99 69%

The EA Sports series of games have been what you might call... lacklustre since departing the 16-bit realm and emerging again on the 32-bit machines. With the exception of John Madden (and to a lesser extent NHL hockey) the games just haven't been worth bothering with. But hey - surely NASCAR is worth a look. After all, it's an all-new EA Sports game and certainly looks pretty damn cool in the screenshots, eh?

Well, yes... and no. For a start, it's not all-new at all. You might remember a game called Andretti Racing which EA released at the end of last year. You guessed it: NASCAR uses the same engine, but actually has less vehicles than the last game (Andretti's included Indy Cars too). And whilst the game might look decent in the screenshots, once you see it moving with its jerky frame rate and ugly clipping, you'll soon change your mind.

The bottom line is that Sega produce the best racing games for its system. Come on, we all know that don't we? The EA Sports range has let us down again with another seriously average piece of gaming. Our advice? Go for Daytona or the CCE edition.



Andretti without the Indy Cars? Yeah, kinda...

News In Brief

Another month goes by and another Dural rumour reaches our ears. However, chances are that's the last time you'll see Sega's forthcoming next generation machine referred to by that particular name. It seems that the big 'S' has now settled on the suitably cutting monicker of Katana (referring to the name of a Japanese sword) for its super secret hardware. Of course that could all change by the time that this news sees print, but you never know...

Strangest promotional item we received this month? Warp curry. Yep, that's right, the same development team that brought you the mind-blowing D and Enemy Zero now bring you the gut-busting taste of India. As a real Christmas shocker, Warp sent out a number of specially designed packets of Curry to select journalists in an effort to drum up advance support for their forthcoming D2 (see last issue). Emblazoned with images of head honcho Kenji Eno and Enemy Zero heroine Laura, the cooked curry was sampled by our very own Warren Harrod. Scary thing is, we've not heard from him since...



This month's RPG explosion can only mean good things for UK Saturn owners. With the arrival of Vandal Hearts and the amazing Shining Force in the office, we at SSM are going to be well-busy during the long Winter nights. However, just as we went to press we also received the stunning Grandia. Is it everything we hoped it would be? Well, you'll have to wait until next month to discover just how incredible Game Arts' much-anticipated RPG really is as we're still recovering from trauma-induced shock. The good news for you folk is that at least two of these titles will be released over here in the coming months. We're keeping mum on this one, but reckon they should all be converted!



Biggest surprise of the year would have to be Lee Nutter's performance at our recent Christmas party. Here's a man for whom the words "booze hound" were invented and yet he managed to stay relatively sober for the entire event. No foul mouthed language, embarrassing stunts involving female members of staff and no waking up on park benches. Are we seeing a new Nutter for '98? Only time will tell...



Personality Profile

NAME: Jason McEvoy

CURRENT ALIASES: Speed Demon, Manga Man

POSITION: Art Editor

JOB DESCRIPTION: Designing the very pages you're holding in your tiny hands right now, ensuring the Master's "vision" looks even more senses-shattering than it did last issue, keeping that whipper-snapper Paterson in line and in on time (Mission: Failed).

SPECIAL SKILLS: Ability to totally ignore writers' design directions ("what the hell do they know?"), unique totty-spotting sense activated upon entering any drinking establishment in the land, talent for rolling cheap cigarettes with one hand, strange powers negated by well-timed phone call from girlfriend.

CAREER HIGHLIGHTS: Potential star-spanning career cut short by move to EMAP Images, being saved from a life of pain on Saturn Power by the Master's summons, hilarious tomfoolery on Mean Machines Sega (RIP), Vicky Mitchard, seeing his work appear in Creative Review (pretentious art magazine for even more pretentious art students)

LIKES: Sexy anime chicks, being recognised on the tube (this event has yet to occur), motorbikes, bare-knuckle street fighting, suicide bungee jumping, non-threatening sporting activities, cooking (Jason's our very own Ainsley what's-his-face off Can't Cook, Won't Cook y'know).

DISLIKES: Cold weather, people with no manners, all Americans (their global warming policy stinks!), companies that take advantage of their staff and clients, working crap hours for crap money (Girographic Communications: you know who you are!)

MAGS READ: Razzle, Sunday Times, Harpers and Queen, Bizzare, ToyFare, FHM, Sega Saturn Magazine (only sometimes), Empire, Select, Bungee Jumping Weekly.

ALL-TIME FAVOURITE GAMES: Quake, Quake 2, Command & Conquer, Rescue (PC), Lemmings, Elite, Flashback, MegaloMania, Mean Bean Machine, Saturn Bomberman.

HMV CHARTS

Week Ending December 13th

HMV — KNOW HMV · KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive pre-production silver CD games to those who win! This month's winner is William Holmes from Dumfries and Galloway.

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	Sonic R	1	NiGHTS	1	Top Skater
2	Alien Trilogy	2	Guardian Heroes	2	Mortal Kombat 4
3	Die Hard Trilogy	3	Saturn Bomberman	3	House of the Dead
4	Worldwide Soccer '98	4	Sega Rally	4	Marvel Super Heroes vs Street Fighter
5	Duke Nukem 3D	5	Bug Too!	5	Le Mans 24
6	Quake	6	Virtua Fighter 2	6	Motor Raid
7	Sega Touring Car	7	Fighters MegaMix	7	The Lost World: Jurassic Park
8	Enemy Zero	8	AMOK	8	Motor Raid
9	Resident Evil	9	Tomb Raider	9	Sega Rally
10	Lost World: Jurassic Park	10	Daytona USA	10	Virtua Fighter 3

Awards Review

The Golden Joysticks



THE 1997/98 GOLDEN JOYSTICKS were held at the prestigious Cafe de Paris in Central London on a fine November day. These awards are so important because they're voted for by the readers of EMAP Images' mags - that's you guys and others like you reading the likes of PlayStation Plus, Nintendo Magazine and Computer and Video Games. The Joysticks are the Oscars of the videogame industry! Still, enough yakkin' - on with the awards, plus commentary on each from our very own Rich Leadbetter.

Best Looking Game: Super Mario 64
Nintendo's flagship game polled a huge amount of votes from Nintendo and CVG readers. Fair dos...

Best Sounding Game: WipEout 2097
Hmm... In its PlayStation incarnation this game probably has the coolest soundtrack thanks to the licensed tunes like Prodigy's Firestarter. Other versions suffered badly without it.

Favourite Game Character: Lara Croft
A runaway winner here: Lara's popularity knows no bounds. She even won the Saturn Mag vote, surprising considering that she isn't ever going to appear on a Sega machine ever again. Oh well.



G-Force! WipEout 2097 wins best tunes award.

PlayStation Plus Best Game: Resident Evil
It's good to see that the Best PS game is available on Saturn... and it's a bit better on the Sega console too! Capcom's world of survival horror expanded the realms of videogaming into terrifying territory and we've all been reaping the benefits since.

Sega Saturn Magazine Best Saturn Game: Fighters MegaMix
The best 3D fighting game released on any console in 1997... bar none. Fighters MegaMix brings the Virtua Fighters and the Fighting Vipers together in one sanity-splitting beat 'em up. Awesome! A well-deserved winner.

Most Original Game: PaRappa
Most original? Hmm... ever played "Simon"? Then you've played PaRappa. I quite enjoy this simplistic game. I particularly like the song where everyone's dying for a shit. But original? As I said, hmm...

Nintendo Magazine Best N64 Game: Super Mario 64
This was an all-new gameplay experience... but I honestly despaired at the "revolutionary" controls which ruined the game for me. Even walking in a straight line is a task requiring superhuman patience. Best N64 game? Hmm... a shame GoldenEye wasn't out when the readers were "polled".





Resident Evil: Capcom's horror-fest blew away Saturn and PlayStation owners.

CVG Best PC Game: Quake
Quake is amazing. It's more than merely a "game." DeathMatch in the office is where I can live out my fantasies of gunning down my colleagues like stinking pigs. Like pigs, I tell you!

CVG Game of the Year: Super Mario 64
Argh! This award gives me a swift pain. Mario's great while it lasts but once all 120 stars are collected, there is no replay value whatsoever. Quake, MegaMix or NiGHTS should have won.

Best Ad: Tekken 2
I can't really say that I remember any of the ads that well this year since I don't watch too much TV (evil schemes for world domination don't just think themselves up you know). But I'm reliably informed that these ads were quite cool.

Best Development Team: Rare
I'd quite happily let Rare have this award for their fine Spectrum games JetPack and Knight Lore back in the days when I was just a punk kid on the streets of Essex. And Rare's N64 stuff is quite good as well. Except Killer Instinct Gold. Urrghhh!

Best Software House: Sony
Obviously being the editor of Sega Saturn Magazine I'm not amazingly keen on this award, but come on: it's the third parties such as Capcom, Namco, Psygnosis and Square that gave the PlayStation what great games it has, right?

Best Looking Pages: Sega Saturn Magazine Showcases



"Come my dear... We can be in Rio by the morning. With your looks and my intellect our offspring will rule the world! Ahahahaa!"

What can I say? Well, how about "thanks" to the readers who voted for the showcases in this category. We put a huge amount of effort into making these key features of the mag look spectacular, so cheers for the appreciation given via the power of your voting forms!

Best Review Writer: Ed Lomas, CVG
So... I didn't even get nominated. Even the odious Lee Nutter managed this. But still, speak not to me of "failure." You speak of colour to one struck blind! Still I quite like Ed, so he lives... for now.



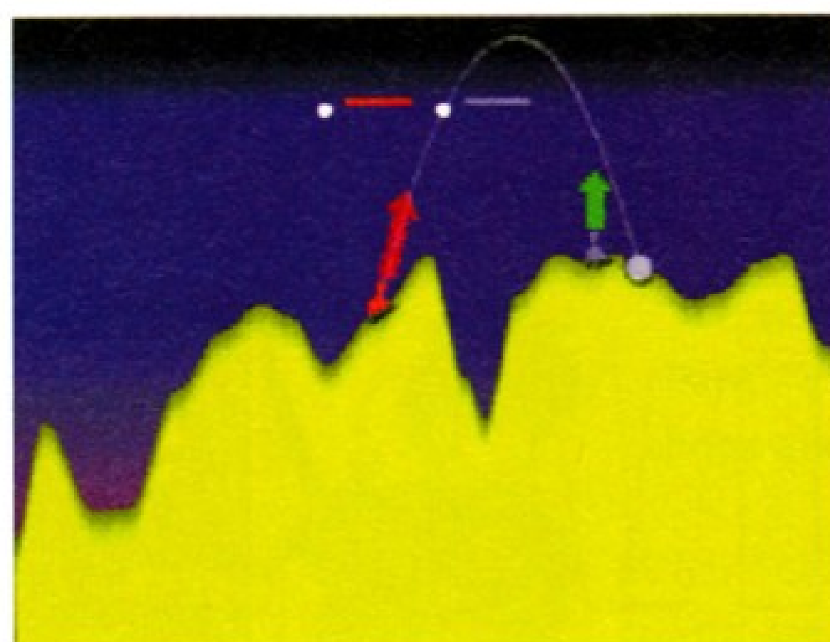
Scoop of the Year: GoldenEye, Nintendo Magazine
I was hoping that our exclusive Saturn Quake coverage would win this one. But still... awards, eh? Bah! What entertainment can mere "awards" bring to one who has seen galaxies die?

Stunning Demos!

CD Goings On



OUR PLANS FOR A COVER-MOUNTED CD this issue fell through due to Sega's pressing plants closing over Christmas. Hmm... Still, this means that you're GUARANTEED quality demos on the cover of the next issue and maybe even for the next three months if you're lucky! We can reveal that next month you'll be thrilling to an incredible quartet of demos from the studios of one of the world's greatest developers: Lobotomy Software! So do we have for you? Check it out:



DeathTank: Best multiplayer game ever!



Exhumed: Number eight in our Top 50!



Quake on Saturn. Is it a dream? You betcha! Lobotomy's conversion is amazing!

1. DUKE NUKEM 3D
It's the Game of 1997 - at 97% it's the highest rated Saturn software of the year! We're talking about Duke Nukem 3D, probably the greatest PC conversion the Sega machine has ever witnessed! Our demo gives you a cool level to explore and plenty of ace weapons which which to slay the massed creatures! Hail to the king baby!



Duke 3D: the greatest game of 1997!

2. QUAKE
Rated at 92% by SEGA SATURN MAGAZINE, this game just goes up and up in our estimation! Although it lacks the DeathMatch action of the PC original, Lobotomy have made up for it with subtle changes to the one-player experience, making it a stunning game that you MUST own! Check out the Saturn's most technically amazing game next issue! Or now if you go out and buy it (which you should).

3. EXHUMED
Lobotomy's first ever Saturn title is still one of the best games you can get for the Saturn. It's the definitive action-adventure for the Sega system (and it's rated at number eight in our Top 50 games feature this issue). Our stunning demo gives you THREE complete levels to savour! If you're not convinced enough to lay out a mere £20 for the finished game, you're beyond hope.

4. DEATHTANK
Out with the multi-tap! DeathTank is the single-most greatest multiplayer experience for the Saturn for two to seven players! Our demo removes some of the weapons seen in the version of the game included with Duke 3D, but otherwise the game is complete! Savour this most special of titles... get some pals around and party! Just remember to bring all those joypads...

NEXT MONTH





SEGA SATURN MAGAZINE reconvene in the New Year to produce another blockbusting issue (shame the same can't be said elsewhere). We've kept quiet recently about Burning Rangers, but next month you'll see the game in its full glory! We'll be looking further into the amazing adventure that is Panzer Dragoon Saga (and hey - want a Team Andromeda interview? You got it!) Plus: reviews including the stunning Winter Heat. All this plus a demo CD from the greatest Saturn coders the West has to offer.

SEGA SATURN MAGAZINE MARCH 1998 ISSUE OUT 11TH FEBRUARY

Dear Newsagent,

Merry Christmas! Thanks for putting SEGA SATURN MAGAZINE aside for me every month. If you've finished stuffing your face with turkey and sprouts, make sure the next issue goes in that mysterious box you keep behind the counter. Ta!

NAME ______________________

ADDRESS ______________________

1997 Retrospective

The year of Sonic R, Duke Nukem 3D, Quake and Marvel Super Heroes! Saturn software went from strength to strength, the machine came down to £99... and still the fools went out and bought PlayStations - damn them all to Hades!

JANUARY

Fighters MegaMix arrived in our office and EMAP assembled collapsed in a great heap as AM2's latest almost literally stunned everyone and exhausted our bulging supply of superlatives. SSM goes to town with mammoth coverage and a brilliant Akira Yuki cover. Acclaim start the slippery slide down into videogaming obscurity with quality title such as NFL Quarterback Club (60% - "compares woefully with the EA title") and Batman Forever (63% - "A poor man's Guardian Heroes... except it's quite expensive").

EVENT OF THE MONTH: Lee Nutter arrives at EMAP, dropping his Criminology degree to join SSM. Introduced to the concept of free beer at the Christmas Party he proceeds to make a complete arse of himself. In front of the publisher. Nice one.

THE BEST: DARK SAVIOR 92%

Climax's 3D adventure impressed us a great deal: "A brilliantly original and well-executed adventure that's without compare. Extremely enjoyable indeed"

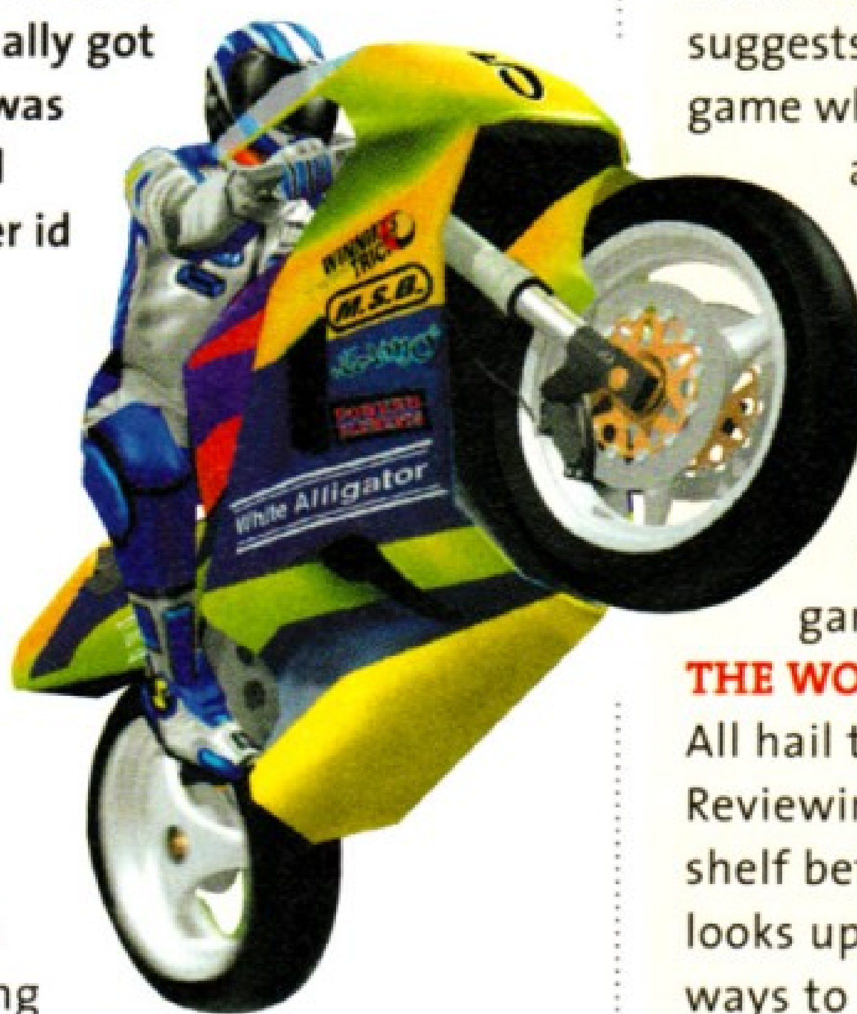
THE WORST: DOOM 56%

"The Saturn's capabilities are hideously under-used by this horrifying, shambling mockery of a conversion. It might look like Doom but the vast majority of the enjoyment and playability has gone thanks to the slow-motion jerk-o-vision display". Rich Leadbetter dusts off the Jaz Rignall review style book to provide this damning indictment of GT Interactive's worst ever conversion.



FEBRUARY

You know when a Sega game is going to be crap, because they won't show it to you. Months of development passed for Manx TT SuperBike with nary a whisper about it emanating from Sega. We prepared ourselves for the worst. Then we finally got to see it and - SHOCK - it was actually really cool. That'll teach us, won't it? Another id software game, Hexen, turned up. As Rich put it: "Okay, so Doom was shit. There's no other way to describe it. [*Although he did a pretty good job in the last issue*]. Well, GT have gone some way to redeeming themselves."



EVENT OF THE MONTH: After months of SSM going on about how great Exhumed





and Lobotomy Software are, we finally reveal that the firm are going to convert Duke Nukem 3D! And Quake! Only we aren't allowed to tell anyone about the Quake bit.

THE BEST: SOVIET STRIKE 90%

One of '96's top PlayStation games arrives on the Saturn - finally. "A worthy addition to the Strike series with enhanced gameplay and superior visuals. And it's better than the PlayStation version whcih is always a good thing."

THE WORST: CRUSADER NO REMORE 68%

A promising month if mediocre is the worst you can get. "In need of a few key ingredients, like decent visuals, some variation in the gameplay and a dash of excitement."

MARCH

The first Resident Evil shots arrive, but SSM is more concerned with the first demo of Duke Nukem 3D that just blows us away. A Lobotomy interview in the mag can only allude to the brilliance that is to come. A disturbing trend of Rich having to buy games from the shops for reviewing purposes begins with our editor hunting high and low for that elusive copy of the Incredible Hulk...



EVENT OF THE MONTH: The letters page gets a face-lift, becoming the pun-some Virtua Writer! "I think Rich is FIT! (Although I haven't seen his body, so if he could appear naked perhaps?)" requests Laura from Chesterfield. And Mark from Rugby suggests a game called Sonic Doom - a 3D corridor game where you butcher Robotnik like a hog! Like a hog I tell you!

THE BEST: MANX TT SUPERBIKE 91%

Another decent Saturn racer hits the scene - "Although lastability could have been improved, Manx TT is a tough, enjoyable experience which does a great job of bringing the arcade game to the Saturn."

THE WORST: THE INCREDIBLE HULK 15%

All hail the worst Saturn game ever! That Rignall Reviewing Book has barely been put back on the shelf before Steve Fulljames looks up yet more inventive ways to slag off a videogame within its hallowed pages: "The 'Incredible' Hulk is the most malformed, hideous, shambling mockery of a travesty we've ever seen.". What about this, though: "Marvel characters gain their superpowers by either a) being bitten by a radioactive animal or b) being exposed to lethal gamma radiation. The Hulk falls into the latter category but the developers of this game deserve to be subject to both." Oooh get you!



Virtua Writer



APRIL

Quake. Its very name strikes fear into the hearts of programmers hired to convert it to console. After an abortive attempt by an unnamed developer, Lobotomy step into the fray, and SSM is there with the first shots and an exclusive interview. Legal hassles from Sega mean we couldn't take our own pics of the game (and nor could our competition which seemed to irritate 'em a great deal), but where there's a will, there's a mate of Rich who can do the deed for you. Ha!

EVENT OF THE MONTH: It's called the Curse of Matt Yeo. Whenever he writes a Coming Soon feature for a game, it tends to die a death within months. Interplay's Wild-9 was the first casualty, the second being Bullfrog's Syndicate Wars. The latter remains a mystery to us as when we saw it the game only had to have the FMV added and it would have been finished...

THE BEST: SATURN BOMBERMAN 90%

A "blast from the past" (geddit?) gets revamped for the Saturn. And it's ace! "If the party games you play usually involve copious amounts of alcohol, a Mars Bar and a jar or two of vaseline, Hudsonsoft's Bomberman probably isn't for you.



[Exit Lee Nutter in a huff at this point] On the other hand if you're looking for a top multiplayer game, step this way..."

THE WORST: DRAGONHEART 27%

Uh-oh it's Acclaim again with another dismal effort. Lee Nutter gets tough: "I'd rather have my testicles surigcally removed without an anaesthetic than play Acclaim's latest epic gaming disaster. I grow increasingly weary of such boring tedium and will tolerate it no longer." Rich reflects on another coaching job well done - Lee's even starting to talk with that distinctive Master's diction!





The Curse of Yeo: Syndicate Wars and Wild-9 canned!

MAY

WA-HAY!! What an awesome cover. Surely this must be the first time there's even been a lesbian on the cover of a videogames mag? Last Bronx was the name and technical innovation was the game as AM3 handed in a stunning conversion with some truly incredible visuals. The quality of games this issue was immense: King of Fighters 95, Pandemonium and MechWarrior 2 were all cool but Shining the Holy Ark was just... brilliant - a RPG that sold well in the shops and rightly so.



EVENT OF THE MONTH: Our old friend and fellow adventurer, Dave Kelsall disappeared into the EMAP Special Projects Cupboard to work on the redesign of PlayStation Plus leaving a certain Jason McEvoy to take up the reins as Art Editor. Non-event of the month: we had to leave Central London and move into Docklands. No more hand-made pizza at lunchtime. No



more 10 minutes to Oxford Street. Hello Asda. Goodbye appetite.

THE BEST: FIGHTERS MEGAMIX 95%

After six months of waiting, European Saturn owners finally get MegaMix. Rich summons up more breathless superlatives: "Put short, you must own this amazing game! I bought it myself and so should you!"

THE WORST: MR BONES 66%

Shades of what was now becoming known as Rignalism... "A shambling mismatch of a game that has plenty of variety in the levels, but very little else to offer.". Shambling. What a word. For that, Jaz, we thank you.





JUNE

WipEout 2097 got the cover, but it was Capcom's forthcoming delights that figured exclusively in the mag - we got first playable versions of Resident Evil and Marvel Super Heroes and they were both stunning. Sonic Team also did the honours with Sonic Jam - we called it the Ultimate Retro Pack and rightly so. At that time we still didn't know what the new Sonic game would be, but the amazing 3D seen in the SonicWorld section of Jam had us salivating like madmen!



EVENT OF THE MONTH: SSM's ranks bulged still further with the arrival of Gary "A Small Child" Cutlack, whose inventive writing got him the coveted Staff Writer position. Rich, in the meantime, celebrated the addition of new manpower by... buggering off to Los Angeles for two weeks of roller-coasting, rallying, shopping and dancing at the top Chemical Brothers gig.

THE BEST: JONAH LOMU RUGBY 91%

We might think ill of the man because he has this tendency to demolish England singlehandedly, but you can't knock this sim. "Jonah is lending his significant bulk and image to a sports title that takes team play and excitement to fever pitch levels."



THE WORST: BATTLESTATIONS 49%

Mr Cutlack's first review for SSM was a searing exposé of this EA tragedy: "A few good ideas in there but shockingly bad presentation and amazingly simple gameplay should help this to sink like the Titanic."



JULY

Sonic was back and how! SSM took apart the epoch-making Sonic Jam retro pack and got all excited. And then we got Resident Evil in and got even more carried away! Truly the time for stunning software was now... or then, rather. August was also the month where a crazy fool called Mark Harvey came up with some intriguing PlayStation anagrams in his Book-Winning Letter of the Month: PANTS STAY OIL ON indeed...

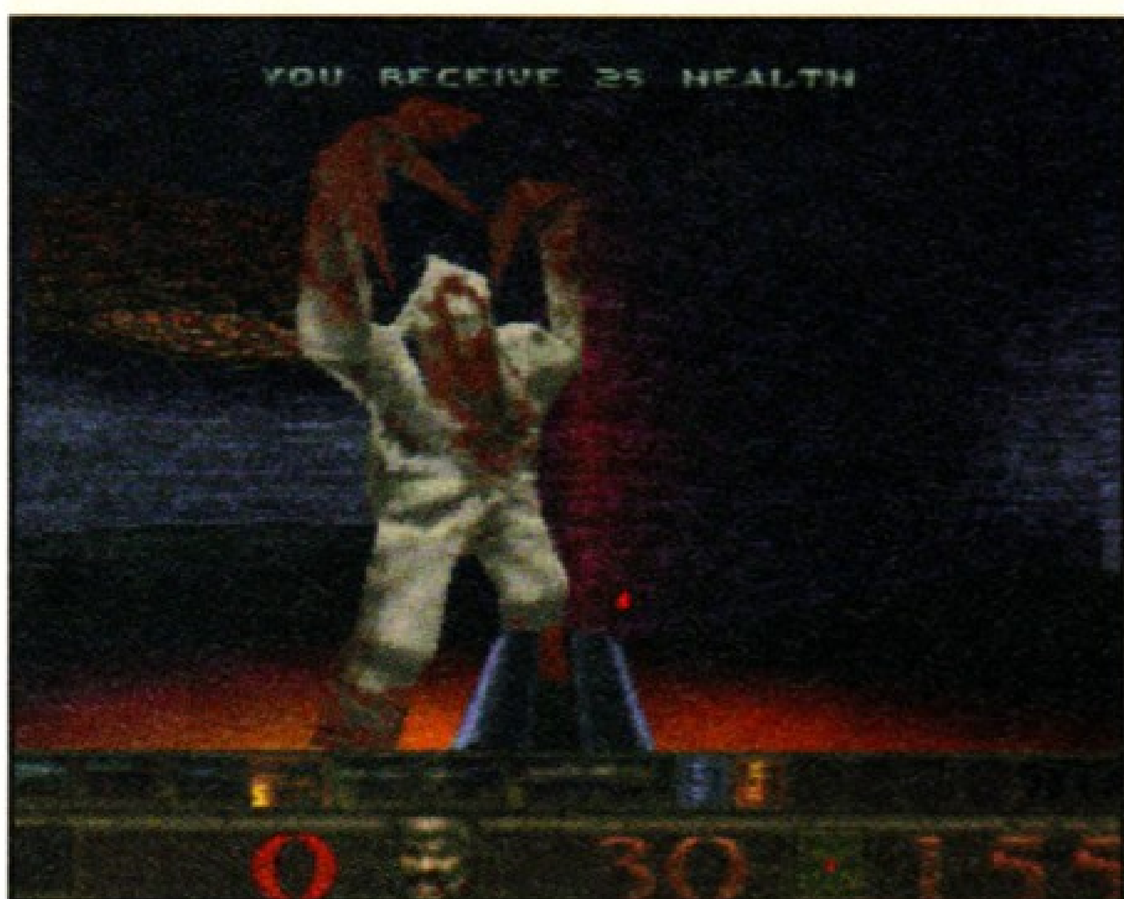
EVENT OF THE MONTH: For the second time in as many months Rich disappears to the USA, this time to Atlanta, to visit the E3. Quake, Duke, Marvel Super Heroes ruled, but Sega Touring Car didn't look so hot. "Don't worry, it's only 40% complete," said Sega. And to all intents and purposes it stayed like that.

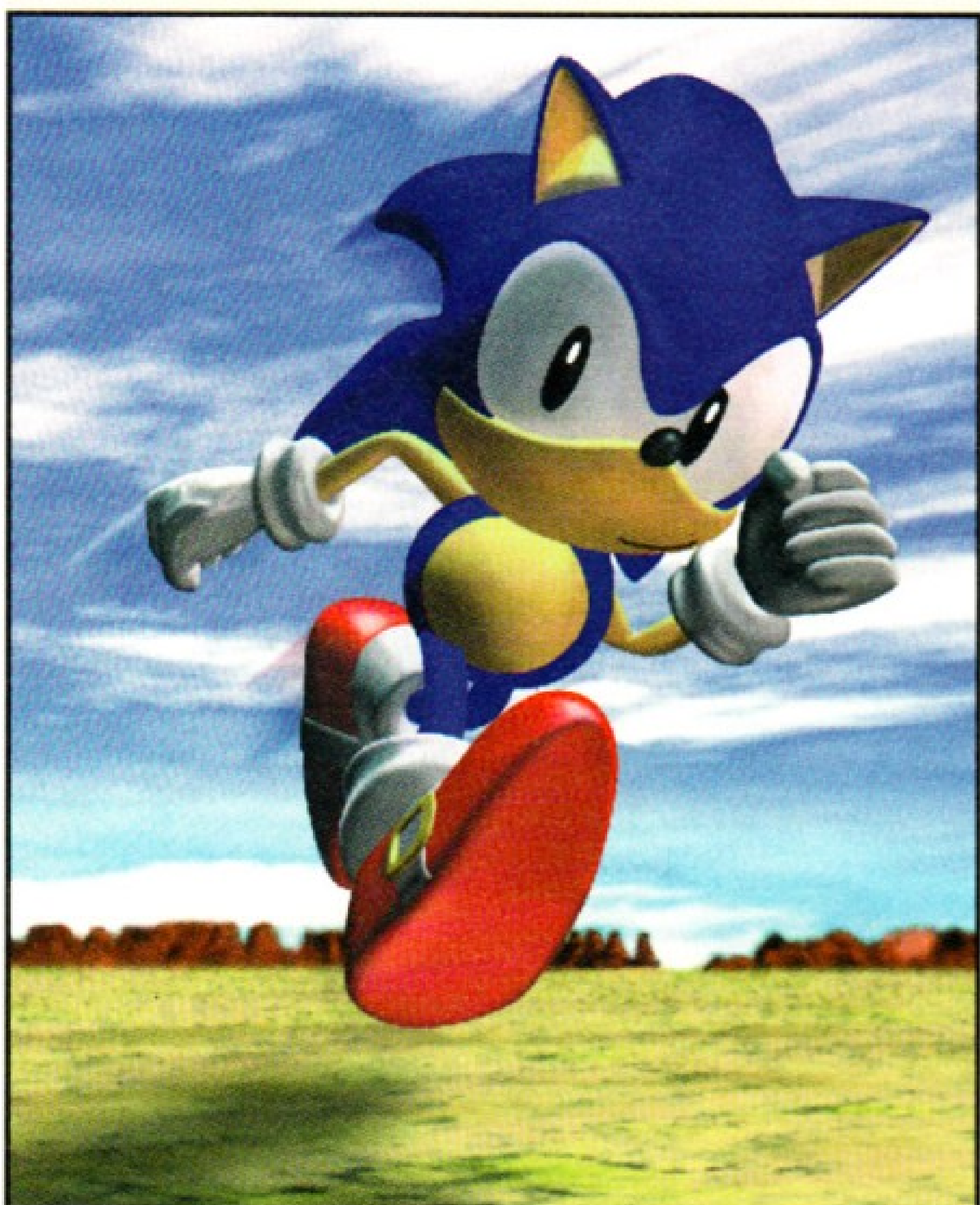
THE BEST: SONIC JAM 92%

A brilliant retro pack with four mega games, plus some of the best 3D on the Saturn in the form of SonicWorld... "Along with the Sega Ages pack, Saturn owners truly have the two best retro packs around on any system."

THE WORST: SKYTARGET 73%

"SkyTarget does well to avoid the monotony of flight sims, but could well benefit from the depth and involving gameplay of such titles," pretty much summed up this game. But we can't pass up the opportunity to ridicule the boss music, played by "a deranged keyboard player on speed" backed by vocals from a man whose testicles are being squeezed by pliers presumably.





AUGUST

The cover celebrated the arrival of a final copy of Marvel Super Heroes at the EMAP office. And what a game it is! Truly the phrase "senses-shattering" had never been more appropriate... hmmm, apart from when we described Sonic Jam that is. But WHY isn't MSH out in the shops? We can't get a straight answer from anyone! Also this month: a certain Chris Heighton rediscovered the joys of AM2's still-brilliant Daytona USA: "grpahics maketh not a game," he spouted in the pages of Virtua Writer. And how right he is.



Marvel Super Heroes: just *WHEN* is it actually going to come out?!?

EVENT OF THE MONTH: Oooh, a dressing down for us in the pages of Saturn Power no less! Apparently a few comments got on their nerves... hmmm, oddly we never got that outraged by their myriad accusations over the years. Reviewing PlayStation games being one proposterous charge in particular. At least our comments actually had a grounding in the realms of fact... Oh well, we won't see the like of those days again...

THE BEST: RESIDENT EVIL 94%

Capcom's survival horror classic finally arrived on the Saturn. Said the man Nutter, "The shit-scary feeling of your imminent demise as players are faced with a room full of zombies and rapidly deteriorating energy is quite unlike anything experienced before in a videogame." Fair comment.

THE WORST: DISCWORLD 2 82%

A month of quality judging by the fact that the lowest scorer was Discworld 2. We also reviewed Arcade Greatest Hits, but so far GT haven't released it. Hmmm. Still, Discworld: "If powerslides, dragon punches and berserker barrages are your thing, avoid Discworld 2 - there's too much thinking!"

SEPTEMBER

The likes of Panzer Dragoon Saga, Sonic R and Worldwide Soccer 98 contrived to make October a great month for quality Saturn software. And it was a similarly great month for SSM's circulation, up to 38,315 - that's a massive 72.5% up from the same time last year. In fact, despite the Saturn's poor sales over the year we registered the seventh biggest increase percentage wise out of ALL consumer magazines! Not bad eh? Well, we thought so. We still didn't get any EMAP Editorial Awards though. Curses.



EVENT OF THE MONTH: The Daily Star photographed some page three stunnas dressed up as Sega characters Nagi, Candy, Janet and Lisa. And we printed them large in the mag for some reason. Call it a public service, if you will.

THE BEST: DUKE NUKEM 3D 97%

Finally! Lobotomy's labours were complete and Duke Nukem 3D rated the biggest score we'd awarded all year. "A feast of ground-breaking graphics and untouchable gameplay makes this game an ESSENTIAL Saturn title that MUST be bought immediately!"

THE WORST: FRANKENSTEIN 74%

Hmmmm, methinks the man Cutlack was a tad lenient in his appraisal of this truly shocking piece of software. "How confused would you be if you woke up with loads of different limbs, a bolt to keep your head on and a large pair of womens' breasts?". Answer: very confused, but still clear-headed enough to keep well away from Interplay's last Saturn title. How utterly shambling.



Sammi Jessop as the luscious Lisa from Last Bronx!





OCTOBER

Sonic R reached us in a near-complete form and not surprisingly, the results of Travellers Tales endevours blew us away. Graphically speaking the game annihilated Mario Kart 64 on the new- fangled Nintendo thing and gameplay-wise it was pretty cool too! A poor PAL conversion was the only fly in what must rank as one of the most satisfying ointments SSM had clapped eyes on all year! Not so satisfying were the antics of Core Design. First Tomb Raider 2 is Sony exclusive. Then Fighting Force is canned. Then it's back on. And finally, they give up.



EVENT OF THE MONTH: SSM's reviews finally get a lick of paint. Designed to offer more constructive criticism and answer all the questions you'd have about parting upwards of £40 for a piece of software, we dedicated more pages to the games that demanded it and went more in-depth on those small morsels of info that you demanded when making a purchasing decision. But still we weren't satisfied with our labours and improved the formula still further two issues later! Only the best for the Master's table.

THE BEST: STREET FIGHTER COLLECTION 95%
Capcom bundle three mega SF titles together to form the ultimate compilation. "If you're like us and have a similar adoration for all things Capcom this is quite simply the best Street Fighter purchase you can make, no doubt about it.". But why isn't it out yet?

THE WORST: NOTHING
When a game scoring 91% is the worst release that month (in this case Bust-a-Move 3) you really can't complain can you? Well, can you, punk?



NOVEMBER

Dead or Alive arrived at the office. Finally, a game to match and indeed surpass the incredible graphics of Virtua Fighter 2. Curiously enough, it wasn't the true arcade quality of the visuals or the stunning gameplay that attracted the crowds when the game graced our 29" TV. No, it was the bangers. The jugs. The mammoth melons. The undulating movement of the ladies' breasts. Those scoops of delicious flesh that defy gravity... Excuse me, I'm just off to the toilet.

EVENT OF THE MONTH: Hey he's off again. Rich, that is, enjoying a quick break in San Francisco this time. He got back just in time to weather the Great Touring Car backlash. The office was deluged with phone calls, letters and emails demanding to know why Sega Touring Car Championship was so poor. Answer: don't blame us, it ain't our fault. The moral of the story: ALWAYS read the review before you buy. We aren't in the habit of lying to our valued readers.

THE BEST: SONIC R 93%
"Jaw-dropping graphics and classic Sonic Team gameplay combine to produce one of the best Saturn titles to date," spouted Lee Nutter in reference to





Sonic R. Quake got 92%, but Rich now wants to re-rate it to 93% to equal Sonic's standing. "Quake's a technical marvel for sure," pontificates our editor, "but the subtleties Lobotomy have introduced to the gameplay make it even more impressive. Get Sonic, sure, but you can't miss Quake. Not even if you own Duke Nukem."

THE WORST: TRASH IT 39%
Hmmm. Another game in a series bought from the Virgin Megastore due to the lack of review software being forthcoming... and guess what? It's from our friends at Rage Software. We thought they'd turned a leaf with Darklight Conflict and Jonah Lomu. But Trash It... gee... that smell... "The word that comes to mind is 'why'? Why release it, why would people buy it and why have we wasted two pages of our glorious magazine covering it?". Why indeed.

DECEMBER

An early build of House of the Dead cropped up in EMAP Towers. Despite its earliness and the fact that AM1 aren't doing it themselves, the reaction was super-positive. Looks like we've got another winner on our hands! Speaking of winners, X-Men vs Street Fighter arrived and once again proved that when it comes to 2D fighting games, the Saturn can't be matched. The fact that Sega Europe are going to bring it out over here speaks volumes for the machine's future in 1998 - ie it has one! And a brilliant one at that.

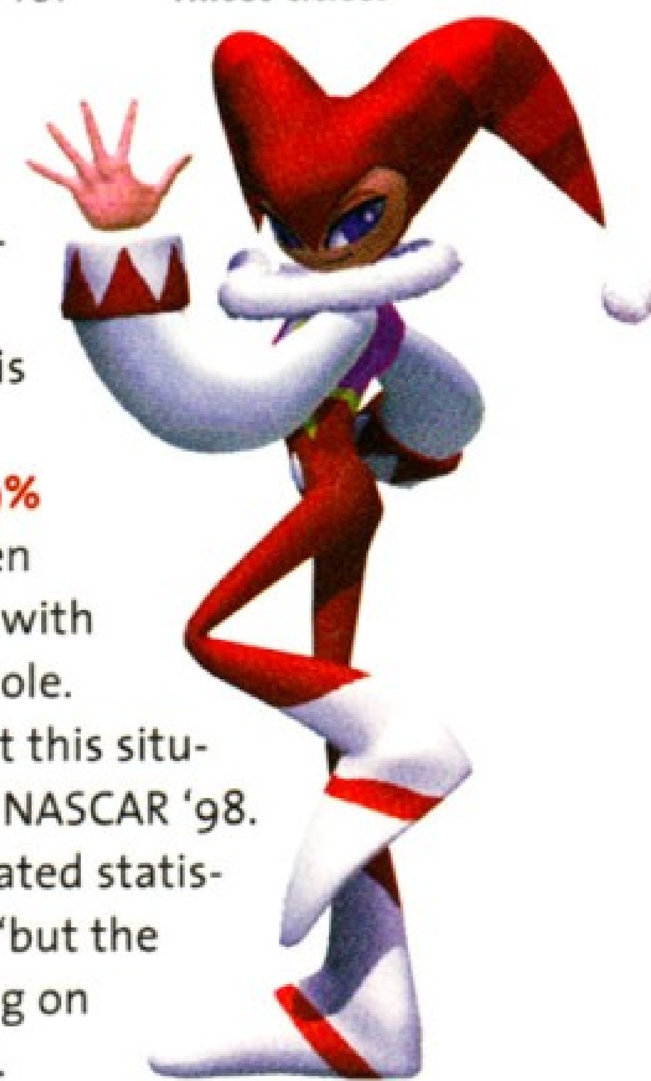
EVENT OF THE MONTH: Steep Slope Sliders, Sega WorldWide Soccer '98, Sega Touring Car - three all-new exclusive demos came on Sega Flash #6, covermounted on this issue. This disc, along with previous Flashes and the phenomenal Christmas NiGHTS proved that when it comes to CD entertainment, you





can't go wrong with SSM. Further CD promotions are planned that'll blow your mind!

THE BEST: STEEP SLOPE SLIDERS 92%
A big hurrah to Sega Europe for licensing this coolio sports sim: "Board stupid?" punned Matt Yeo. "Don't be. Sega's first Saturn snowboarding game is a blast!". And he's right you know. This game is ace!



Christmas NiGHTS: one of the Saturn's finest titles!

THE WORST: NASCAR '98 69%
EA Sports reputation has been dragged down into the mire with the advent of the 32-bit console. Could this year's updates sort this situation out? Not judging from NASCAR '98. "A few new options and updated statistics," thundered Lee Nutter, "but the same sorry gameplay running on a lacklustre engine". Fair dos.



ZERO DIVIDE™
- THE FINAL CONFLICT -

Captain's Log, StarDate 10129.7: We are monitoring anomalies on a desolate Class M planet known as Zero Divide, where reports of large battling silicon-based life-forms have emerged. Acting Ensign GARY CUTLACK beams down to investigate...



Ooh! Look at the sparks! Great colour, hi-res graphics and attention to detail make Zero Divide great to look at.


Pixel is very quick and plays quite a bit like Pai from VF2... Draco is just plain weird!





Robots are great. They cannot be bargained with, they know no fear or pity, they don't feel pain or remorse, and they certainly don't have any problems when it comes to holding their own in the combat arena. No doubt Japanese coders Zoom are also keen on all things robotic, as they've taken fighters and levels from the two previous PlayStation versions of Zero Divide, and combined them to form this 'Special Edition' game. So let's take a look at the Saturn version of Zero Divide, the aptly subtitled 'The Final Conflict.'

ACCESSING DATA...

Zero Divide is certainly well set-up for fighting action. The game features ten initial fighters with a further three hidden robots, and they all play pretty differently as well. Thanks to the weird shapes and styles of their mechanoid bodies, some truly strange moves can be pulled off. Cancer, one of the crab-like fighters, is quite spectacular - due to his massive screen-filling size and plentiful supply of spare limbs to use, he can lunge across the whole screen to grab his opponent. In last month's preview we mentioned the similarities between Zero Divide and VF2 - and after another few weeks of playing it seems to have even more in common with Sega's classic beat 'em up! Hi-res fighters, 60 frames per second visuals, colourful backgrounds and rock-hard gameplay make Saturn Zero Divide one of the best looking 3D fighters we've seen.



LUBRICATING YOUR JOINTS

It really does look very good. Some of the stages are totally enclosed, some have walls around half of the arena while some are completely open and floating in space (more on those later). But that's not all - the backgrounds are all incredibly colourful, and many feature pulsating colours and special effects. And even a small child could tell that the robots themselves look incredible - just check out the pictures! All as shiny and clean >>


What do robots do when they're not fighting? Why, they settle down with a hot cup of oil, a plate of nuts 'n' bolts and play some retro games! That's exactly why a version of the ancient shoot 'em up Phalanx is included on the CD, along with this weird alien-bashing game.





Zero Divide plays just like VF2, only it features some really nice big robots instead of boring Human fighters. The game is very tough as well, and will test even the most hardcore VF2 player!







Combat - robot style! Pick your opponent up by the head, wave 'em around for a while, then smash the poor mech into the ground, removing almost half of their energy bar in the process! Such a spectacular move by Tau, and it's only a simple A+B throw from behind. Thanks to their strangely positioned limbs, most of the more exotic machines have moves like this.









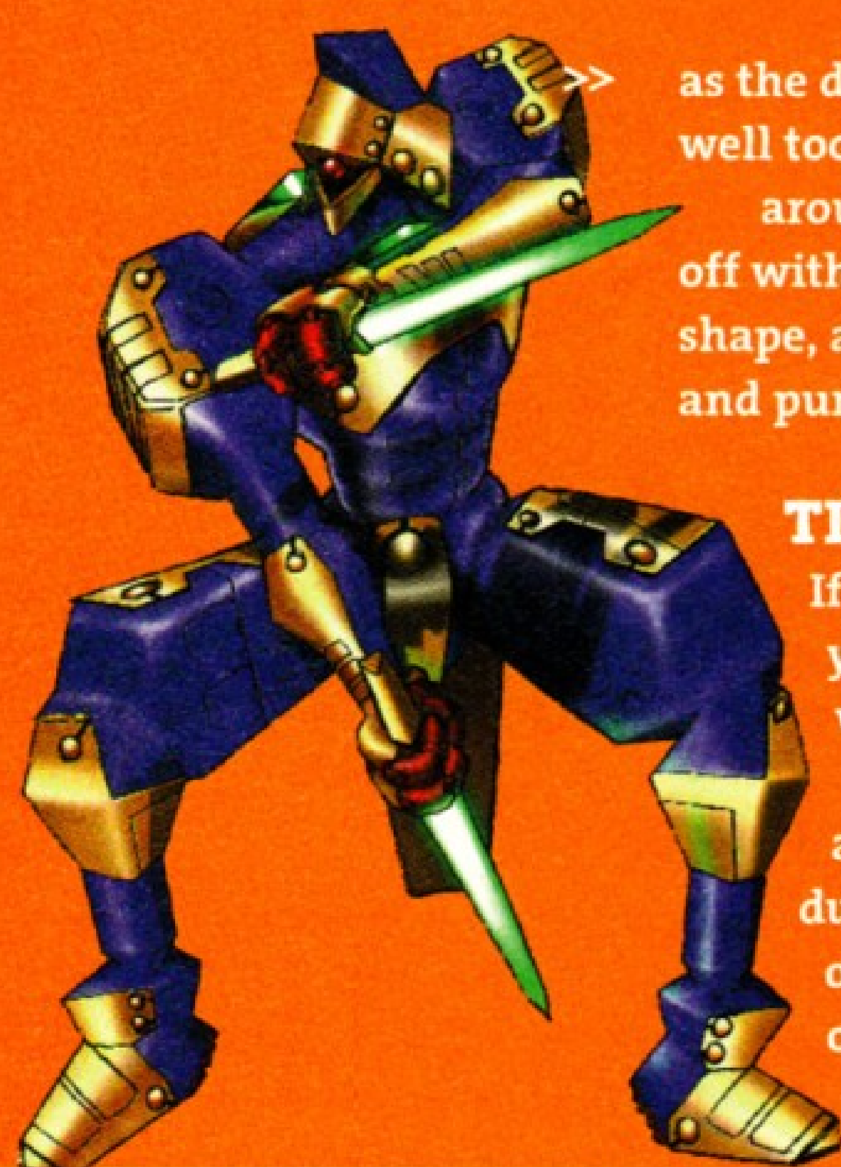
It's all in hi-res by the way. Did I already mention that?



A rare excursion into 3D as Nereid stomps on Cancer, triggering a cool camera swoop.



We're looking at some damn fine robotic combat here, and thanks to the VF2 inspired control system, it all plays really well too. UK release status? Unknown!



as the day they left the factory. What's more, they move really well too, with multi-limbed creatures rotating and scuttling around the battle zone, and armour-plates being smashed off with every fierce move. Some of the droids are humanoid in shape, and these more traditional forms, with their regular kicks and punches, are a good choice for the amateur Zero Divider.

TIGHTENING YOUR NUTS

If you've read the 'Ladybird Book Of Robotic Combat', you'll be fully aware that combination attacks form a very important part of Zero Divide. The tactic I used to employ at school of slapping somebody then running away as fast as possible wouldn't work here, probably due to the fact that we're dealing with large robots instead of six year-old children, and a devastating metal-bending onslaught is required. Convenient then, that Zero Divide is perfectly geared-up for combo action, because the game seems to totally 'borrow' the Virtua Fighter PPPK system and many of its similar techniques. Juggling opponents is still possible (knock 'em in the air with a fierce blow, then land a few extra punches as they fall), but it's only when a throw or special move is performed that we get to see the robot fighters in their true three-dimensional glory, as the game camera zooms around the action. Still, the game's graphics are impressive all right, and there's no glitching or 'wobbly' textures here. Nosiree.

DON'T PUSH ME 'COS I'M CLOSE TO THE EDGE

Ooh, how exciting - I've found an original feature! Some of the arenas have walls around them, while others have no borders at all - they're just big floating platforms. This allows for some spectacular 'Ring Outs' as robots plummet to their 'death' if they fall over the edge. There's also another cool feature here - merely stumbling over the edge will often allow the falling fighter to grab hold of the ledge, and hang there trying to pull himself



NAME: Zero
TYPE: Humanoid
OS: Whitestone EX (Ver 5.0.3)
MOST COMPLEX MOVE: ⇦⬁P⇨P⇦⇨P+K
ROBOT RATING: 8/10. Fights in a very similar way to Jacky and Sarah from VF. Which is a good thing. He's also got some very complex combos in a similar style to Akira. One for technical fighters only.



NAME: Tau
TYPE: Creature
OS: Eddie 2+
MOST COMPLEX MOVE: ⇨⇨⇦P+G
ROBOT RATING: 9/10. The best looking and most aggressive fighter, Tau has some incredible moves - using his claws to grab and spin opponents around his head, before slamming them to the floor.



NAME: Wild 3
TYPE: Humanoid
OS: Kalihm (Ver 8.0E)
MOST COMPLEX MOVE: ⇦⇨⇨PP⇦P
ROBOT RATING: 7/10. Wild 3 managed to sneak a gun past the bouncers. His chunky weapon can also be used as a close-range club, but Wild 3's lack of basic PK combinations stop him being a contender.



NAME: Eos
TYPE: Judo Fighter
OS: Pairone ß
MOST COMPLEX MOVE: ⇦⇦P⬀P
ROBOT RATING: 6/10. Eos is unique amongst the Zero Dividers. He has no PPPK moves at all - instead he relies on his incredible arsenal of eleven different throws! One for diehard gamers only.



NAME: IO
TYPE: Humanoid
OS: Whitestone EX (Ver 2.1j)
MOST COMPLEX MOVE: ⇩ P+KPK
ROBOT RATING: 8/10. IO shares so many moves with Sarah from VF that I'm convinced Sarah herself is underneath the armour! Sarah's rising knee and flip kick are perfectly 'reproduced' here.







Two of the more 'exotic' varieties of hardware battle each other here, with much smashing of armour and grinding of metal.

back into the ring. Particularly cold-hearted opponents will then stamp on their 'fingers' so that they let go and fall off!

ANALYSIS MISTER SPOCK?

After an extensive playtest, we can reveal that the Saturn version of Zero Divide is pretty damn good. The two previous PlayStation games were quite well received, so it's no surprise that this Saturn semi-sequel seems to be just as good. It's not quite up to Dead or Alive standards, but Zero Divide could easily be described as "The second best import 3D fighter, behind Dead or Alive." Which is quite high praise really. The graphics are there, the gameplay is there, but will the UK release date appear on Sega's calendar? We can only wait and see. Sega's decisions are illogical.






Draco can breathe fire into the faces of his opponents! Not only is this a spectacular effect, it also causes loads of damage to opponents.



NAME: Cygnus
TYPE: Blade Fighter
OS: Pairone ß
MOST COMPLEX MOVE:
⇩ P+KKKKKKKK
ROBOT RATING: 9/10. Hey, who let him use the knives? Cygnus is very powerful indeed, and his extra weapons give him some powerful individual moves, and he has a simple-to-use nine hit PPPK combo!



NAME: Draco
TYPE: Dragon
OS: Eddie 2+
MOST COMPLEX MOVE:
⇨⇨⇦P+G
ROBOT RATING: 8/10. Tough sci-fi robotic dragon Draco looks great, with huge spiky scales and armour - he can even use his tail as an extra limb for even bigger combos. Head butts his opponents as well!



NAME: Nereid
TYPE: Killer
OS: Eddie 2++ (Ver 5.0)
MOST COMPLEX MOVE:
⇨P⇦PPP
ROBOT RATING: 9/10. Another PPPK specialist, Nereid also has some very powerful kicks. Something to do with having huge metal feet I suppose. Five different throws as well. Very tough.



NAME: Pixel
TYPE: Humanoid
OS: Whitestone EX (Ver 2.1j)
MOST COMPLEX MOVE:
⇧K⇨P⇦⇨K
ROBOT RATING: 7/10. Another chick robot, Pixel compares best to VF2's Pai. Speedy PPPP moves and quick escapes are definitely her 'bag', although she lacks any really damaging single attacks. Shame.



NAME: Cancer
TYPE: Crustacean (!)
OS: Eddie 2++ (Ver 5.0)
MOST COMPLEX MOVE:
⇨P+KPPPP
ROBOT RATING: 9/10. An awesome crab-like machine, very big, very powerful and also very fast. He has a huge reach and loads of easy-to-use PPK combos and awesome throws, making him one of the best fighters.

SHINING FORCE III

シナリオ1 王都の巨神

We've waited patiently, we've hyped it up and now it's here! Team Sonic's RPG masterpiece arrived just as we were going to press, but MATT YEO's already hooked!













Mage VS Slug. Who do you think is gonna win?


Go for the frontal assault or hit from behind.


The battle sequences are simply stunning!



A magical land, a lengthy quest and the chance to save the planet from certain destruction. Heard it all before? Maybe, but Shining Force 3 is certainly unlike any other RPG you've ever played. Fact!


Move then fight. That's Shining Force 3 in a nutshell. Chuck in classic Team Sonic gameplay and voila! A winner.

A towering mechanoid from a dead civilisation has been reactivated and awakened. Now roaming the land, its purpose unknown, this lumbering creation is destroying all in its wake

R I'm a recent convert to the realm of RPGs it has to be said, but what an initiation it's been. I've been blown away by Final Fantasy VII on PlayStation, dazzled by Shining the Holy Ark and even dabbled with the Grandia demo. However, while you're tucking into your turkey and sprouts this Christmas, I'll be locked in my bedroom drooling over the Saturn stunner that is Shining Force 3!

It might seem like a sad way to spend your Yuletide, but when those winter weeks involve exploring ancient kingdoms, incredibly deep storylines and characters that you genuinely care for, then that time is rewarding indeed. Team Sonic have been busy beavering away on their latest epic for nearly two years now, with development work under way long before Shining the Holy Ark was completed. There's been a recent trend in Japan for developers to pump millions into lengthy RPGs, with hundreds of staff members involved in a project. While this method of working has its merits, Team Sonic (now renamed Camelot Software Planning!) have kept their core development group compact and focused. The results of all this in-house tinkering are evident for all to see - Shining Force 3 is the grand adventure we hoped it would be and this is just part one of the quest!



Shining Force 3 is set in the same enchanted land unveiled in Shining Wisdom, but the game takes place hundreds of years later. Here a group of heroes, warriors and magic users gather to face a threat from the planet's past. A towering mechanoid from a long dead civilisation has been reactivated and awakened. Now roaming the land, it's purpose unknown, this lumbering creation is destroying all in its wake. Can a small band of brave souls save the day and return their realm to its once peaceful existence? Here's where you find out!

While all this mystical hoo-ha may sound pretty impressive, the visual implementation of these lands is amazing. Each of the game's many environments exists as a 3D isometric landscape. These stages may be rotated, using the Saturn pad's L and R shoulder buttons, and a simple tap of >>

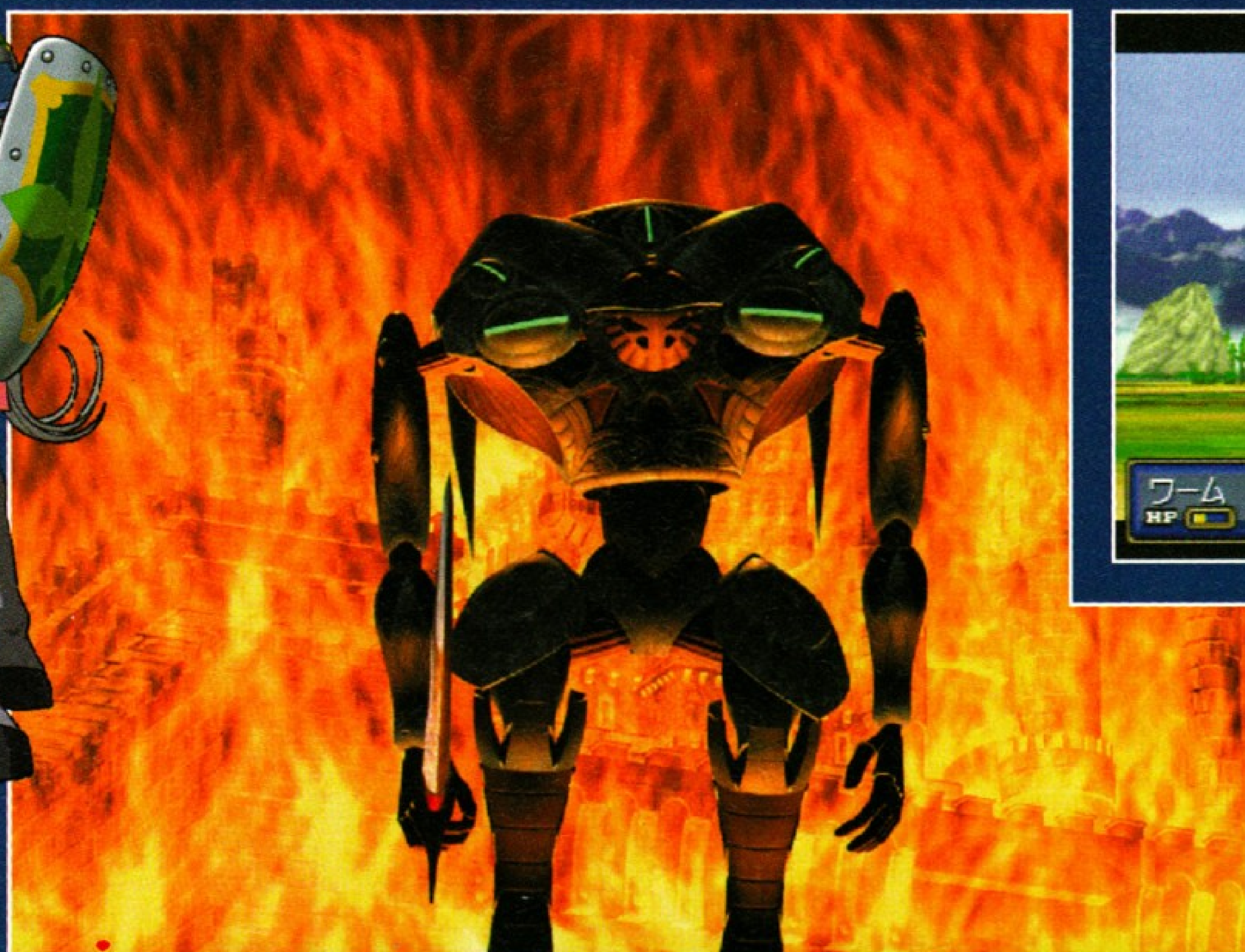












The mystery of this massive mechanoid is revealed as Shining Force 3's epic storyline unravels.





What a load of bull! He's a big bloke alright.

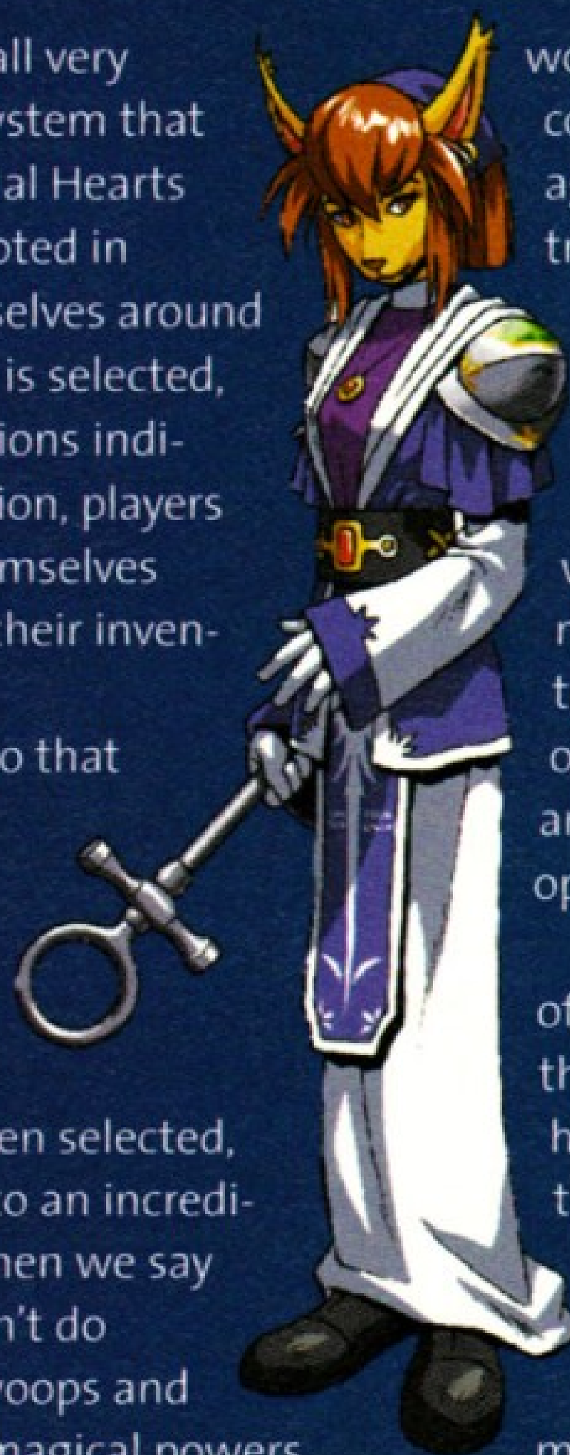
Shining Wisdom's magical attacks were hardly great to look at, but Shining Force 3 now steps boldly into Final Fantasy VII territory!



>>

the X button zooms into and out of the action. It's all very simple yet effective and it's a such a popular RPG system that the it's also been used in the likes of Konami's Vandal Hearts (see page 24) and Solo Crisis. Gameplay is firmly rooted in turn-based territory with players positioning themselves around levels using a basic grid method. When a character is selected, they're capable of moving in a set number of directions indicated by flashing squares. Once in the correct position, players then have the option to battle enemies, defend themselves from attack, unleash devastating spells or dip into their inventory for a handy item.

The actual combat system is in fact identical to that used in Shining Wisdom, with a selection of icons available on the menu screen for easy access. However, where Shining Wisdom's magical attacks and fancy sword play were hardly great to look at, Shining Force 3 now steps boldly into Final Fantasy VII territory. Once an attack method has been selected, the action switches from a simple isometric angle to an incredibly cool realtime, polygon fight scene. Believe us when we say that the battle screen shots on these pages just don't do Shining Force 3 justice. While the virtual camera swoops and revolves around the action, characters reveal their magical powers with stunning Technicolour displays that hit hard and fast. For instance your Mage stands her ground before summoning up a lethal fire assault, whilst surrounded by a rune covered mystical circle. Using the Saturn's high resolution mode and true transparencies, these battles are truly a wonder to behold.



Obviously we've only begun to explore the fascinating world of Shining Force 3 and there's much, much more to be discovered over the coming weeks. However, what's really encouraging is that this is just the beginning of our fantasy/adventure trilogy. As we mentioned a few issues ago, Shining Force 3 also uses Team Sonic's revolutionary Synchronicity System allowing players to affect the outcome of future installments of the game. Complete the first part of Shining Force 3 and your actions will affect both the second and third games, both of which are scheduled to ship in Japan over the next few months. There's so much more I want to mention (such as the true villains behind the piece, the amazing spells gained after only ten battles, the ability to surround your foes, pixie power and the secret of the armoured avenger shown in the stunning opening sequence!) but I'm outta space.

Sega Europe now have a lengthy translation process ahead of them with legions of RPG fans gagging to get their hands on this magical masterpiece. We're hoping for a March release with the concluding parts to be unleashed as the months go by. There'll be more amazing Shining Force 3 coverage next month, so prepare yourselves for the adventure of a life time!











This sequence of shots demonstrates the power and visual thrill of the game's magical attacks. They're a wonder to behold!





"I wanted a job that I found challenging. A Plant Mechanic on a truck that is 20 feet tall, 200 tons in weight and has an engine that is 69 litres, is definitely challenging. I went straight from school into an apprenticeship scheme which taught me the trade properly and put my future on firm ground. Every day is different in this job, and I find every day is satisfying. It feels great having the ability and skill to make one of these massive trucks move again. My job has also helped me achieve my ambition to travel. Two years ago I worked in Africa, at the gold mine sites of Ghana. One thing I do know. My 2CV would never have got me there."

Steve Barry

Steve Barry has fixed a career in construction, an industry that needs new talent. If you are aged between 15-19 and want to discover your own potential, call us on 01485 577878 now. The CITB promotes equal opportunities for all.

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BY	KONAMI			
RELEASE	NOW (IMPORT)		PLAYERS	1
HARDWARE	PRICE	£TBA		
	STYLE	RPG/STRATEGY		

What happened Konami? Your Japanese fans get the likes of Castlevania and the UK receives Crypt Killer. Now you tell us that no Saturn titles will be released over here at all. Sort it out! MATT YEO rants.

Vandal Hearts







▲ Check out all the blood when a fighter bites the big one!





They sure are a lucky lot, those Japanese Saturn owners. They're treated to some of the most stunning 32-bit titles first while we in Europe wait patiently for our slow, bordered PAL conversions. Likewise, the number of quality developers in Japan who never release product in the West is simply staggering. Take Konami, for instance. Here's a company that ranks up there with the likes of Sega and Nintendo for creating great games and yet they're totally neglecting the Saturn market over here. A case in point is Vandal Hearts. Released on the PlayStation late last year, this awesome strategy/RPG was warmly welcomed by gamers for its playability, sprawling storyline and hard-hitting action sequences.

Keen to keep its Japanese Saturn fans happy and to expand on the original game, Konami have converted Vandal Hearts, adding a number of unique features along the way. Set in the mystical land of Sostegaria, the game tells the story of a band of warriors who are attempting to prevent a war breaking out between rival kingdoms. However, as all RPGs eventually reveal, there's actually a lot more going on beneath the surface of the game than players initially suspect. Led by the brave Ash Lambert, players explore this vast continent encountering all-manner of characters and creatures during their travels. But do they have what it takes to save the day?

While the game's plot is certain to keep RPG fans glued for days, it's Vandal Hearts' battle sequences that deserve the most attention. Beginning with a mere party of three characters, players hack and slash their way through these action-packed sections with the aid of powerful weapons and devastating spells. Combat is turn based with characters having the option to both move and fight during their round before the enemy mobilises its forces. Unlike other RPGs, character position and level topography actually affect a player's attacks. Thanks to each level's 3D polygon construction and isometric angle, taking to

[We're just beginning to discover all the goodies tucked away in this awesome RPG!]

KONAMI'S KOMING SOON

With Vandal Hearts in the bag, Konami are now turning their attentions to completing development work on Saturn versions of Suikoden and Castlevania. Both titles are eagerly awaited by Japanese gamers and, as with Vandal Hearts, both will feature Saturn-only extras. Suikoden is more of a traditional RPG than Vandal Hearts, with a character roster that numbers in the hundreds and magical spells to put even Sega's Grandia to shame. Castlevania on the other hand is still quite a way off, but already looks set to be a massive import hit. With the PlayStation version having sold like hot cakes, there's little doubt the Saturn game will perform just as well.



▲ These perishing rock creatures are a pain in the butt. Take them out from a distance then move in for the kill.



▲ With a gripping plot, loads of cool characters and amazing magical spells, Vandal Hearts is a great Saturn game.





▲ Use the town's shops (right) to stock up on supplies.







high ground enables archers and magic users to inflict massive damage on opponents with little risk to themselves. As players battle through the game, they're joined by other characters whose abilities boost the team's overall status. It's also possible for individual characters to increase in rank and add additional powers and weapons to their inventories. Soldiers become Duelists, Healers evolve into Ninjas and Mages learn to expand their spell-casting abilities by becoming Sorcerers.

Tackle a foe in combat and you witness one of the goriest games this side of Resident Evil. Although not usually known for being bloody and violent, Vandal Hearts' devastating attacks and constant sword play produce buckets of crimson spray. Knock an opponent's energy down to zero and they disappear in shower of blood, much to the horror of hapless bystanders!

Vandal Hearts may draw its primary inspiration from any number of RPGs, but the game's strategy elements ensure it remains in a class of its own. As the majority of the game is taken up with combat, players are encouraged to develop winning solutions to military problems. For instance, attacking a fortified castle may seem like a lost cause, but careful positioning of troops, siege tactics and downright cunning will ensure you emerge victorious. Likewise, tough boss monsters may take their toll on your characters, but use the right troops for the right job and there's no way you can lose.

As more than just a mere PlayStation conversion, Saturn Vandal Hearts features a few welcome additions to set it apart from Sony's game. For starters there's an all-new rendered opening sequence as well as animated cut scenes and multiple endings. A number of helpful characters have also been added to your roster along with extra weapons and magical spells. In fact we're only just beginning to scratch the surface of the all the goodies Konami have tucked away in this awesome RPG experience!

However impressive Vandal Hearts is, there's still the issue of a UK release. We're obviously keen to encourage third party developers to bring as much quality Saturn software over here as possible. Unfortunately, Konami's decision to back out of the UK Saturn market so early now leaves their future releases in doubt. If you want to voice your opinion, why not drop Konami a line. You never now, Vandal Hearts could still appear in Europe if Saturn owners are vocal enough. It's up to you, folks!



▲ Players move the combat area around by using the L and R shoulder buttons.



SWORDPLAY MASTERCLASS

Combat in Vandal Hearts is so easy to master, you'll be a world class warrior in no time. Players highlight the character they wish to use then decide whether they're going to move, fight or heal themselves. It's only possible to attack enemy fighters when you're in their direct line of sight (no diagonal attacks are allowed) and clever players will soon realise that surrounding foes is the key to victory. If your character is struck by enemy forces, they immediately retaliate - trading one devastating blow for another.









BY	TAITO	
RELEASE	OUT NOW	PLAYERS
HARDWARE	PRICE: IMPORT	
N/A	STYLE: PLATFORM	

Yeah, I know it looks a bit girlie (what with all the cute dinosaur sprites 'n' all), but believe me when I tell you that Taito's Bubble Symphony is a true warrior's game. Make no mistake.

Bubble Symphony





▲ Better than Primal Rage? We think so.



▲ It may look a bit crap, but Bubble Symphony offers more depth of gameplay the majority of titles.



Bubble Bubble has been knocking around in some form or another for literally a decade now. The original Taito coin-op was released way back in 1986, when we used to wear short pants and life was generally much better. Despite its distinct lack of sophistication and very simplistic graphics, the addictive gameplay proved so popular with punters that an entire series of sequels was spawned: the incredible Rainbow Islands (an arguably superior game), Parasol Stars, Bust-a-Move 1-3 and now Bubble Symphony.

The basic premise of Bubble Symphony remains faithful to the established series. Cast as one of four bubble-blowing dinosaurs, players negotiate their way around single screen stages, imprisoning bad guys in the aforementioned spheres. Burst the bubbles and the meanies are destroyed, leaving a food bonus in their wake. And that's about all there is to it.

So what makes it so cool then, eh? Well for starters, the level designs exhibit touches of pure genius. The initial stages are a tad simplistic, but the progressively complicated levels become a lot tougher, requiring a fair amount of lateral thinking to overcome the myriad of meanies. This is where the game's many power-up bubbles come into play. Burst the falling bubbles and a power-up is unleashed, sending a bolt of lightning, rainbow, tidal wave or tornado hurtling across the screen, destroying all the bad guys unfortunate enough to be caught its path.

Then there's the awesome multi-player mode, clearly the centrepiece of Bubble Symphony (and indeed the original Bubble Bobble coin-op). Here, two players are able to work cooperatively to successfully progress through the game, though all cooperation is soon cast aside when it comes to collecting the food bonuses. To use an age-old games journalism cliche, it's fast and frantic fun!

Admittedly, the apparent simplicity of Bubble Symphony may be off-putting for some, and the graphics are hardly the best we've ever seen

A WORD FROM TAITO

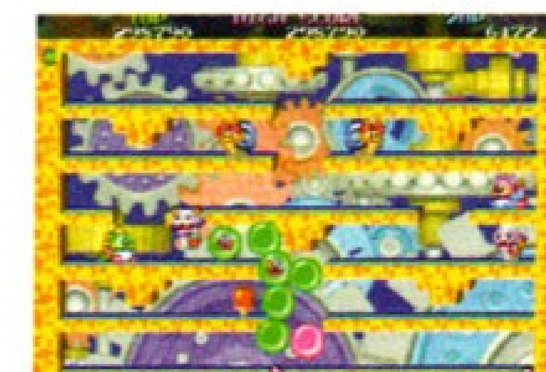
"Meet Bub and Bob, our bantam-weight brontosaurus who are bent on battling big bullies by blowing and bursting bubbles. Before battling these brazen bullies, beware that bubble-blowing is better than blasting bullies with bazookas, or better than bouncing bombs from biplanes, and even beats boxing these brainless barbarians. So now that we've briefly belayed the Bub and Bob biographies, begin by browsing the instructions below and becoming the best Bubble Bobble bubble blower on the block." Barmy buggers.

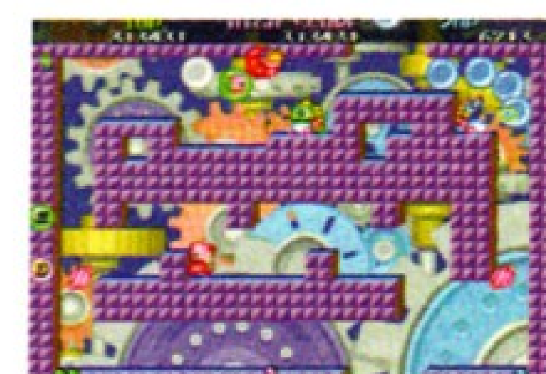


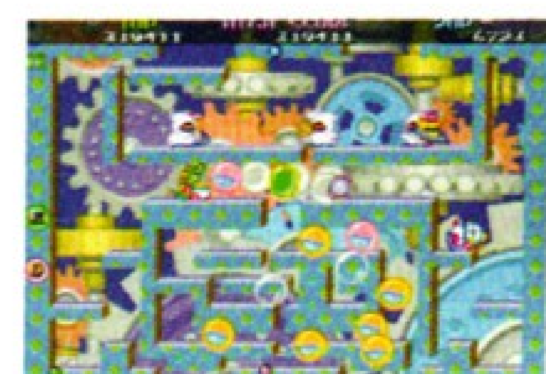
▲ The multi-player option is simply the most fun two people can have with their clothes on. That's a fact.



▲ The amount of work involved in converting a game such as Bubble Symphony for PAL Saturn owners is minimal, so hopefully a UK publisher will sign it up for release soon.







▲ We can't get enough of these retro games!



SO WHAT'S NEW?

Taito have introduced two new characters to the original formula, Kulu and Coro in addition to Bub and Bub. Each differs in terms of speed and range, but for the most part play identically. Bubble Symphony also sees the introduction of some huge end-of-level bosses to break up the slight repetitiveness of the coin-op. The graphics have also undergone a bit of a makeover, with the dull backgrounds of the coin-op being replaced by some colourful new ones. Pretty cool, eh?

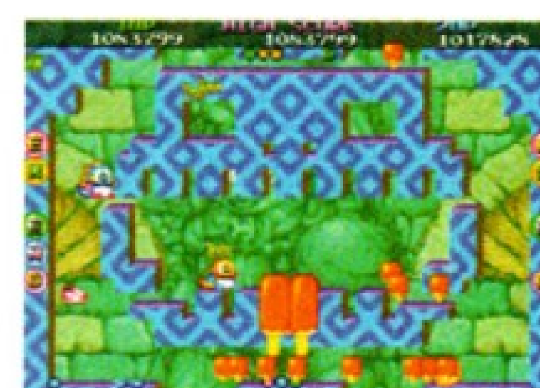




(though they are far prettier than the coin-op original). But if we're using gameplay as a measure of a game's worth, Bubble Symphony must rank as one of the most enjoyable retro romps we've ever played.

The problem is (as with all too many titles these days), Bubble Symphony has an uncertain future on these shores. Acclaim usually deal with the Bubble series but appear reluctant to take on any more Saturn titles (they haven't even bothered with Dead or Alive). Rest assured we'll be pursuing the matter further, hopefully bringing you a review in a forthcoming issue of SEGA SATURN MAGAZINE.





▲ Yep, your girlfriend will love Bubble Symphony.

Top five cutesy Saturn games:

1. Baku Baku
2. Rainbow Islands
3. Bust-a-Move
4. Bug Too!
5. Bomberman



[Meet Bub and Bub, our bantam-weight brontosaurus bent on battling big bullies.]



▲ Whilst the basic gameplay is quite simple, there's a complicated array of power-ups to familiarise yourself with.









ISSUE #1 NOV 95
Epoch-making First Issue of SSM with awesome video! Reviews: Clockwork Knight 2, Sim City 2000, Theme Park, Street Fighter the Movie, NBA Jam TE, Robotica, NHL Hockey, Rayman, World Series Baseball. Showcases: Virtua Fighter 2, Sega Rally, Virtua Cop!



ISSUE #2 DEC 95
Reviewed: Virtua Fighter 2, Virtua Cop, Firestorm: Thunderhawk 2, Hi-Octane, Victory Boxing, Golden Axe: The Duel, Mansion of Hidden Souls, Hebereke's Popoito, CyberSpeedway. Showcased: Virtua Fighter 2, Firestorm, X-Men: Children of the Atom.



ISSUE #3 JAN 96
Reviewed: Sega Rally, F1 Live Information, Galactic Attack, Mystaria, Worms, Virtua Racing, Off-World Interceptor. Showcases: Guardian Heroes, Mystaria, FIFA '96... plus all the secrets of Virtua Cop! Plus ultimate Sega Rally coverage... the BEST racing game!



ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!



ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!



ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.



ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!



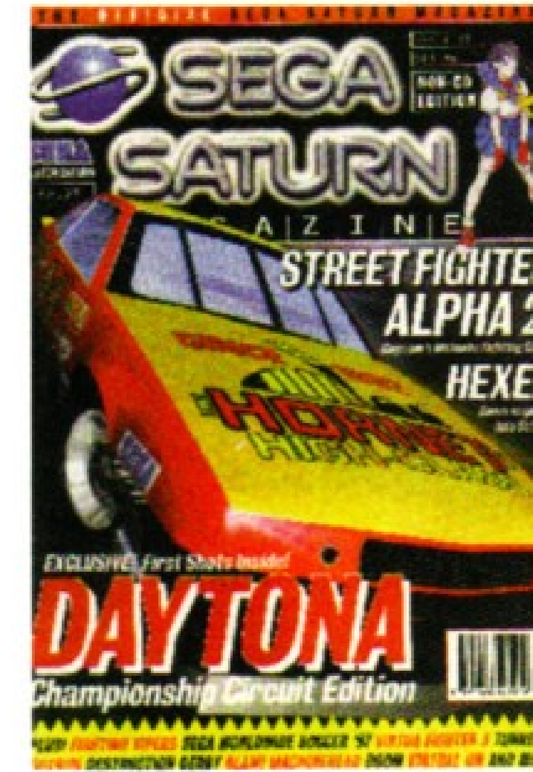
ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Ghen War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!



ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!



ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Bust-A-Move, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips



ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!



ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!



ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.



ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips – it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!



ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!



ISSUE #18 APR 97
Duke Nukem 3D - First report and interview! Reviewed: Manx TT SuperBike, Area 51, Incredible Hulk, Norse by Norsewest, Iron Man/XO Manowar, Mass Destruction, Spot Goes To Hollywood! Tips: Die Hard Trilogy part one, Dark Savior, Tomb Raider conclusion!



ISSUE #19 MAY 97
HUGELY IMPRESSIVE CD! Plus: Quake interview! Reviewed: Bomberman, Crypt Killer, FIFA 97, NBA Live 97, Dragonheart, Swagman, Puzzle Fighter, Space Jam, Return Fire, Black Dawn, Torico. Tips: Fighters MegaMix part one, Die Hard Trilogy part two and Soviet Strike!



ISSUE #20 JUN 97
Last Bronx Revealed! More Quake! Reviewed: Fighters MegaMix, King of Fighters 95, Pandemonium, Mr Bones, Mechwarrior 2, Scorcher, Shining the Holy Ark. Showcases: Pandemonium, Mechwarrior 2, Shining Holy Ark! Tips: MegaMix, Die Hard part three, Hexen part one.



ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light Conflict, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Enormous Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark Part 2.



ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: Marvel Super Heroes, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining the Holy Ark guide!



ISSUE #24 OCT 97
Panzer Dragoon Saga exposed! Reviews: Duke Nukem 3D, Last Bronx, Marvel Super Heroes and Frankenstein. Previews: SWWS '98, Quake and Formula Karts. Showcased: Croc, Duke Nukem 3D and Marvel Super Heroes. Coming Soon: Sonic R, Silhouette Mirage. Plus Last Bronx, Resident Evil and Wipeout guides!



ISSUE #25 NOV 97
Sonic R Mega Report! Reviews: Worldwide Soccer '98, John Madden '98, Street Fighter Collection and Bust-A-Move 3. Showcases: Quake, Touring Car plus mega Lobotomy Interview and DeathTank revealed for the first time! Tips: Resident Evil part two, Last Bronx part two and Marvel Super *Villains*!

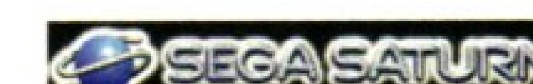


ISSUE #26 DEC 97
MEGA CHRISTMAS NiGHTS CD WITH THIS ISSUE! Plus: Dead or Alive! Reviewed: Sonic R, Formula Karts, Sega Touring Car, Enemy Zero, Croc, Trash It, Mortal Kombat Trilogy, The Lost World, Quake! Huge guides on Duke Nukem 3D (part 1) and Marvel Super Heroes (part 1). An issue you MUST NOT MISS

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ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!



ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!



ISSUE #21 JUL 97
WipEout 2097! Resident Evil/ Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three, Hexen part two!



ISSUE #27 JAN 98
AWESOME SEGA FLASH #6 WITH THIS ISSUE! Plus: House of the Dead and X-Men vs Street Fighter revealed! Previews: Astra Super Stars, Rampage World Tour, Layer Section, Zero Divide! Reviewed: Steep Slope Sliders, Maximum Force, NASCAR 98! Tipped: Sonic R, Marvel Super Heroes part two, Duke Nukem 3D part two!

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Virtua Writer™

We've received an overwhelming response to issue #26 of SEGA SATURN MAGAZINE, so we've decided to extend this month's letters page to allow more readers to have their say on what matters most to them. If you like the extended section, let us know and we may make it a regular thing. Drop us a line at: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. The sender of the most entertaining read will win an exclusive VF3 book, not available outside of Japan.

THE CASE FOR THE PROSECUTION

DEAR SSM

What the hell are Sega playing at? Sega Touring Car Championship was one of the most anticipated titles of 1997 and they release a version which turns out to be the biggest disappointment of the year. I am sure that I speak for many other Saturn owners who have gone to their local games store and bought this hoping for greater things.

I am a dedicated Saturn owner and think that Sega should have thought more carefully about releasing it before Christmas. Instead, a little more time and effort should have been spent in making it a Sega Rally beater and the high quality product it should have been. Saturn owners expect far better than a massively hyped top title which scores 79% and desperately fails to live up to expectations.

So come on Sega, get your act together. If you're wondering why the Saturn is struggling against the competition and is constantly being criticised, open your eyes. The release of this game won't do you any favours.

Paul Simpson, Cleveland

PROGRESSION NOT REGRESSION

DEAR SSM

Sega Touring Car Championship is such a disappointment. Early screen shots looked promising, but an FMV demo on your recent disc displayed a Daytona-type update. Obviously, this could be forgiven if the game played well. Then it became apparent that there was some release-before-review frippery going on, which speaks volumes about the final product.

Dozens of poor saps have parted with ú45 for a gaming debacle on the basis of countless enthusiastic previews and a belief that Sega would deliver the goods. Like most Saturn owners, I was looking forward to Touring Car but was dismayed to learn that the proven Rally/Daytona CCE team were not doing the coding. Instead, it's sloppy programming a-go-go from those Virtual On chaps. Two years on and still nothing to touch Rally. We need progression not regression.

Some Sega bloke announced recently that the 1997 Saturn line-up would surpass that of 1995. Wrong. So what's left for a discerning Saturn gamer this Christmas? Obviously not Touring Car. There'll be no Duke/Quake japes for me. Enemy Zero isn't my cup of tea. But Marvel Super Heroes is good. And maybe, just maybe, Sonic R will deliver. Or how about getting that PlayStation after all?

John Osborne, Chester

PS I'll never get a PlayStation, despite intense provocation by Sega.

I WISH I HADN'T WASTED MY

DEAR SSM

I have recently purchased Sega Touring Car Championship for my Saturn, and I must say it is crap! When I was playing it, I could actually see each frame of animation pass. The graphics are dull and grainy, with some terrible slowdown. What I want to know is, why didn't Sega use the same engine as they did for the awesome Sega Rally? Sega Rally was brilliant, the best game I've ever played (except for Skud Race). Why have Sega and AM Annex spoilt the conversion of Touring Car for the Saturn?

When I purchased the game I was really excited, but when I got home I was so disappointed. I wish I hadn't wasted my money. My advice is not to buy Touring Car.

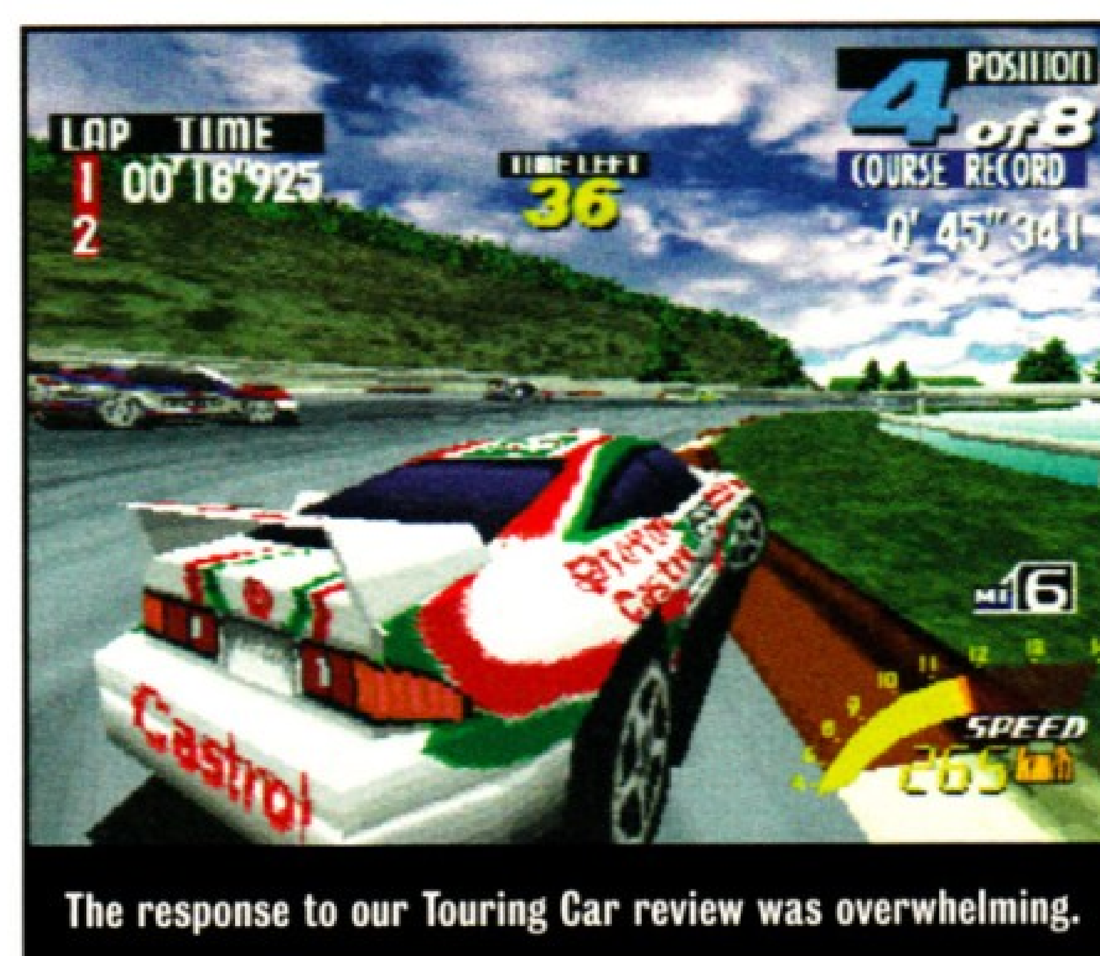
Kevin Gilman, Nottingham

THE CASE FOR THE DEFENCE

DEAR SSM

Having just read two reviews of Sega Touring Car Championship in the recent issues of Saturn Power and Sega Saturn Magazine I was shocked by their scores of 78% and 79% respectively. Touring Car is brilliant! The sensation of speed is phenomenal, nearly twice the speed of Sega Rally, that's why there is glitching but very little. The two-player mode is very good as stated in Saturn Magazine but Saturn power said it was rubbish! Touring Car has some excellent music, the best in any racing game I can think of, you don't get any crap American guitar rock shit! The home features that the conversion team have included to this game are so cool with the biggest amount of home features ever done, you just won't get tired of this game for ages and ages. It has so many game modes from championship to time trial to exhibition round to a cool grand prix mode. The amount of hidden stuff is excellent also. Then there's the two great hidden tracks, one created specifically for the Saturn rendition of the game and three hidden cars (at least with two of them being the Lancia and Delta from Sega Rally!) And there are loads of secret options which are opened up as time progresses. Try setting your Saturn's internal clock to Christmas Day, 15 of February and April 1st. This game is excellent and is a must buy to arcade racing fans. It is a hundred times better than Daytona CCE! I'd give Touring Car 92%. I'd take 8% away for the slight glitching problems but that doesn't affect the excellent gameplay.

Matthew Langan, via email



The response to our Touring Car review was overwhelming.

YOU THINK I'M DERANGED? YEP.

DEAR SSM

I think that you were too hard on Sega Touring Car Championship. I had bought the game before reading your review, and can honestly say that it is one of the best games I've got (yes I do own Sega Rally). The glitching (which isn't so apparent), "dodgy" frame rate and the tunes do not alter the gameplay at all. I prefer this game to any other because of its overall speed, plus the fact that I haven't been able to put it down from the minute I turned it on!!

What? You think I am deranged? Loony? I have always respected your views and agreed with your reviews, only feel that you are underestimating STCC.

Chopper, via email

AN ARTIFICIALLY LOW MARK?

DEAR SSM,

As you have admitted, you did go a bit OTT before the release of Touring Cars and no it doesn't quite live up to the hype that you gave it, but you seem to have gone a bit too far in trying to correct your over enthusiasm by giving it an artificially low mark. No, it isn't as good as Sega Rally graphically, but the gameplay is completely different. It's about ten times as fast for a start. The sheer speed of the game makes the graphical inadequacies (which are minor) seem a small price to pay. The only car which is almost impossible to drive is the Alfa (temperamental Italians), the others are a rewarding challenge to drive. I think your comment about removal from Christmas lists is very misleading and potentially depriving people of an incredibly fast and playable racer. Now you may put this down to a simple difference in what we expect from a game, but I suspect you may look back in couple of months and think maybe you were a bit harsh.

James West, Newport

YOU OWE SEGA AN APOLOGY

DEAR SSM

Your review of Touring Car was, in my opinion, WRONG! I bought the game on the day of its release and thought how brilliant it was. I've played the arcade version and think the Saturn version actually plays better. When I bought your magazine I could not believe the review Lee Nutter gave it - did you review the same copy as went on sale?

I actually think it is better than Manx TT and almost as good as Sega Rally, and believe me, I love racing games. You have got your review badly wrong and owe Sega an apology right now!

Lastly, if you really do believe that Touring Car is really that crap, then you owe all your readers a big apology for hyping it beyond belief prior to its release, as you have admitted. But then it's a little bit late for apologies as most of us 'hard core' gamers buy these titles as soon as they come out without having chance to first see them running.

M Howard, Warks

PORNO FOR PIRATES

Dear SSM

My mate has a CD reproducer thingy, which allows him to bang out copies of the latest Saturn games to everyone he knows for a fiver a time. I've been offered a whole bundle of these games at incredibly cheap prices, so what do you think I should do? I suppose being the official Sega Saturn Magazine you're gonna spout some crap about piracy being immoral or something, but I'd really like a genuine answer to this tricky question.

Miles Prower, Planet Mobius



Tricky one this. It was only a few years ago when it was almost accepted practice to record reams of Spectrum games onto C60 cassettes and distribute them amongst friends and family. Now such behaviour is largely frowned upon. Probably the most salient point we can make on the subject is that not only does videogame piracy jeopardise future production of games, but it is illegal. Get caught and you'll be spending the next few months at Her Majesty's pleasure, being the filling in a man sandwich. Certainly worth remembering, methinks. LEE

JO GUEST IN NUDE SHOCKER!

Dear SSM

Though your magazine is excellent, I have a number of problems with it at the moment that I hope you will address. In issue #26 you say that in no way does Tomb Raider live up to the incredible amount of hype that is being rammed down our throats and that this is not sour grapes on your part. But looking at reviews in other magazines, it seems that it is sour grapes, as the game received some favourable comments and very high scores. Do you not think I have a point?

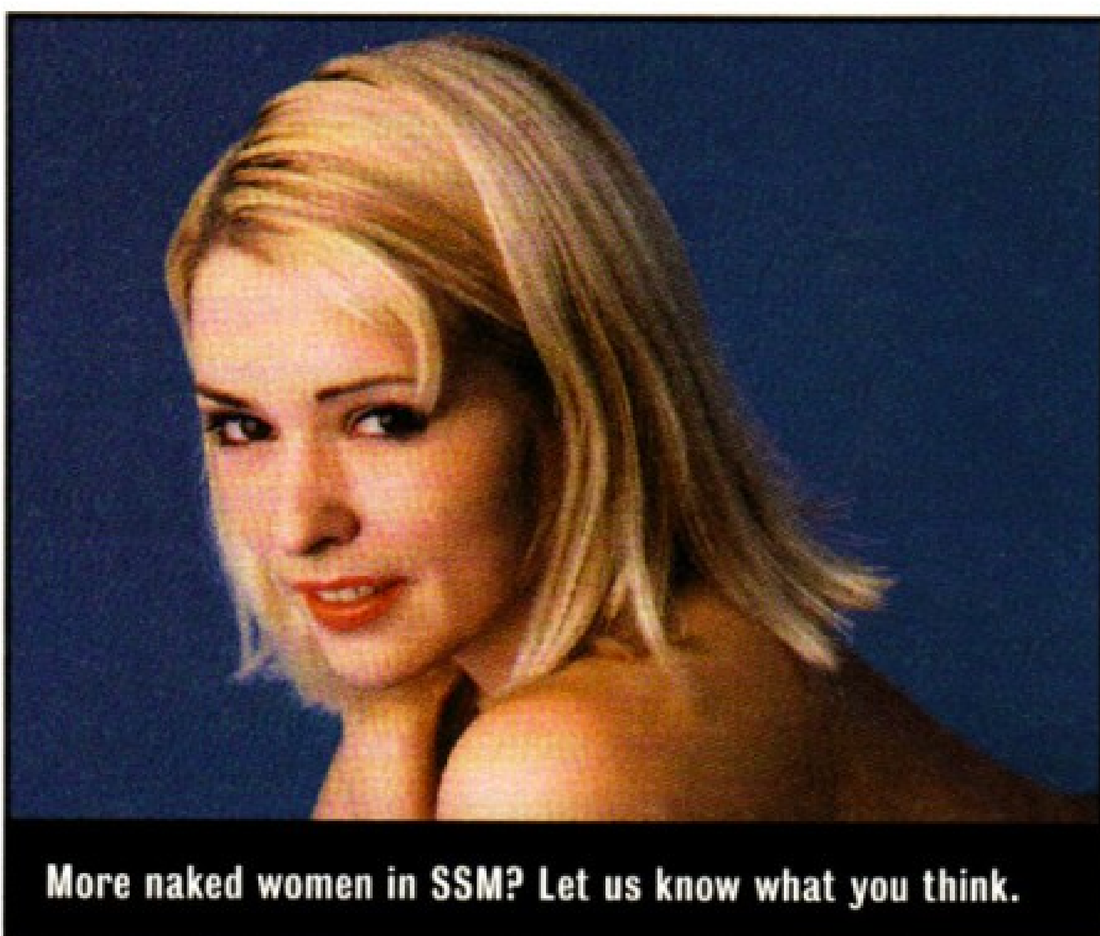
Also, let's stop these crap features involving so-called "babes". I have to say that the Daily Star promotion you ran in issue #24 was terrible. In fairness to the editor I have to say that you're good at what you do judging by the recent sales figures, but please keep this kind of cheap tabloid gutter trash out of the magazine. I am sure it would not happen if Sam Hickman was still in charge, unless of course this crap is forced onto you by sinister EMAP figures getting back hand payments in brown envelopes and so forth. In which case you have my sympathy.

James A Thompson, East Yorks



We fully expected Tomb Raider 2 to gain favourable reviews and become a Christmas best-seller. The point I was trying to convey is that the phrase "more of the same" can be heard echoing through the dingy corridors of our Docklands offices at the slightest mention of Tomb Raider 2. Of course, you could say that if it ain't broken, don't try and fix it. But surely the sequel should be a progression of the original gameplay? Tomb Raider 2 looks and plays identically to its predecessor, something few magazines in their quest to gain the "exclusive" had the balls to mention. As for the inclusion of "babes" in our mag, well, we don't want our readers to go away empty-handed. I take it from your comments you didn't appreciate the lovely pics of Joanne Guest in the last issue either, eh? Well, you should've seen the ones we couldn't print. Yep, Christmas came early for the SSM team. LEE

Don't like girls eh? Oh well, just leaves more rampant totty for us REAL men. RICH



More naked women in SSM? Let us know what you think.

OH NO, NOT AGAIN...

Dear SSM

In your last issue you stated that Fighting Force, which was originally being programmed by Core was then signed over to Sony exclusively and was then handed over to Sega for a Saturn conversion. On hearing this, I was overjoyed, but I am sure that myself and every other Saturn owner was extremely disappointed to hear that Tomb Raider 2 is only coming out for the PlayStation and PC. What I was wondering is that seeing as though Core also programmed TR2, why not hand it over to Sega, they might be able to do the job properly, or as Carl Maltby suggested in issue #23 of SSM, hand it over to Lobotomy. I'm not saying that Core are crap or anything, I'm just saying that at least they should put the extra effort in.

Andrew White, Middlesex



Fighting Force - now OFFICIALLY canned on the Saturn.



No, you've got the wrong end of the stick. It was Eidos who decided not to publish the Saturn version of Fighting Force, which left the door open for Sega to do so once Core had finished coding the game. But the Saturn version ended up falling behind schedule, whilst in the mean time, most of the respectable games mags gave the PlayStation version of Fighting Force a damn good slagging. Sega, realising that Fighting Force was quite up to it and not worth bothering with, promptly decided not to bother pursuing the project any further. Eidos have since resurrected the "hardware limitations" excuse for the canning of project, which both you and I know to be complete bollocks. As for Tomb Raider 2, there's little chance of it appearing on any Sega console, given that Sony have signed an exclusive deal ensuring their machine is the only console to feature forthcoming Lara Croft titles. LEE

BRIEFLY...

Dear SSM

I am a worried Saturn owner. With the recent news about Sega's new machine coming out in the near future, has Sega once again done the dirty on us? With Sega's recent failures such as the Mega CD and the 32X, it feels as if the Saturn is heading towards an early death as with the other two.

James Burden, London



You're jumping the gun a bit James. Sega's new machine won't reach these shores for a long time yet, probably arriving some time in 1999. That would give the Saturn a shelf life of four years (hardly an early death) which is the same amount of time as the Megadrive had before the arrival of the Saturn. LEE

Dear SSM

I was chuffed to bits when I found out Duke Nukem 3D was coming to the Saturn. But recently I discovered it was coming out on the PlayStation also, and with extra levels 'n' stuff which aren't in the Saturn one. And the Nintendo version of Duke is supposed to be quite good also. I'm very disappointed about this.

Mark Ramich, Scotland



There's no need to be disappointed Mark, quite the contrary in fact. CVG awarded Saturn Duke Nukem 3D a well deserved high five thingy, as opposed to only four for the Nintendo version and a lowly two for the God-awful PlayStation version. Feel better now? LEE

Dear SSM

This morning, whilst eating my Frosties, I had a Grrrrrreat idea! Instead of people arguing about which console was best, why don't Nintendo, Sony and Sega combine and make a machine with amazing, unlimited power.

Andy 'The Ace' Hall, Blythe



Whilst this may sound like a great idea, the lack of competition for the unlikely conglomerate would undoubtedly lead to a decline in software standards. After all, would Sega really have made such an effort with the VF2 conversion if the Sony machine didn't have Tekken? Of course not. Competition between the three industry giants is healthy for the consumer, if a tad confusing at times. LEE

Dear SSM

After recently purchasing a Saturn and subscribing to your publication, I was chuffed to see you had the amazing Christmas NiGHTS on the front cover. Just one thing though, you should have issued a health warning. Not only is the game incredibly addictive, but it leads to incredibly sore wrists also.

James View, Wales



Yeah, I think we all know why your wrists are sore James, and it's got nothing to do with Christmas NiGHTS. LEE

SEGA TO SUE... EVERYONE!

DEAR SSM

Firstly, I would like to congratulate you on your brilliant magazine. Now to get straight to the point, I read in GamesMaster and also heard my mate say that Sega have bought the rights to "swooping camera angles". Please tell me if this is true or not because if Sega have bought the rights to this, then they can sue the ass off Namco (and other companies) and get enough money to release the 4MB cart and give Saturn games better graphics. Then all other software companies who are clever and don't want to get sued will only make games for Sega and all other machines will have crap games. Everyone will buy Saturns and Sega will get enough money to make their new console amazing. Then Sega will win the console war and I can hassle my mates for not believing me.

Richard Esdale, Worcs



Bizarre as it may seem, there is actually some truth to Richard's letter (well, the beginning part anyway). Sega have managed to secure a patent for the use of 3D cameras in both home and arcade videogames. What this effectively means is that Sega are now able (in theory, at least) to take legal action against software companies that have used change-



Sega pioneered the use of 3D cameras in Virtua Racing.

able 3D camera angles in their games and expect a large slice of the royalties from future titles using such technology. The implications of this are huge, with just about every software company you may care to mention at one point or another having used 3D cameras in their games. But quite how this will work in practice remains unclear. As for the 4MB cart, Sega have confirmed that it will receive a UK release with the awesome X-Men vs Street Fighter early in the New Year. LEE

SONIC BETTER THAN MARIO!

DEAR SSM.

I hate Sega! Last weekend I bought an N64 and Super Mario 64 and it is excellent. "But this is a Saturn mag" I hear you say, "what's your point?" Well, my enjoyment of "the best video game ever" was ruined, absolutely RUINED by my purchase of Sonic R the day before. An hour into Mario and I was positively itching to get back into Sonic R. It's possibly the most addictive game I have played since Sega Rally (the reason I bought a Saturn in the first place). I shouldn't really make comparisons between two different types of game, and while Mario certainly isn't a steaming pile of 'Touring Car', it looks a bit crude in comparison to the lush visuals of Sonic R and is nowhere near as playable. Thanks SSM for giving the game an excellent and above all, a fair review - unlike CVG who criticised it for not being a platformer. Doh! The 'R' stands for racing, guys.

I must also just say a very big well done to the incredible Travellers Tales for delivering the first polygon model of Sonic the Hedgehog that looks like his 2D origins. The bizarre deformity that was Sonic Into Dreams was laughable.

Andrew Pickering



Well, as long as you're happy, we're happy too. LEE

CHOOSE LIFE, CHOOSE A PC

DEAR SSM

I would just like to tell Sega not to release any more of your pitiful arcade conversions on the Saturn. The Saturn wasn't designed to replicate the Model 2 and 3 arcade games, so why have they pencilled in House of the Dead for a Saturn release when it will turn out to be crap. The Saturn technically just can't handle it. I wanted decent arcade conversions, something everyone thought was possible when Sega released news of the Saturn a few years back. But the fact of the matter is that good arcade conversions are a few years off yet. So in the meantime, if you want Sega arcade conversions which are better and cheaper than the Saturn ones, choose a PC.

Richard Chisholm, Weston-super-Mare



How can you reasonably suggest that "good arcade conversions are a few years off yet", when most Saturn owners have been enjoying nigh-on arcade perfect renditions of Virtua Fighter 2, Sega Rally, Virtua Cop 1 & 2, Last Bronx and Marvel Super Heroes for some considerable time? No doubt we'll also be able to add House of the Dead to that list in a couple of months time, as the early version we saw the other day is looking most impressive indeed. As for the PC conversions, not only do you have to invest in thousands of pounds' worth of equipment to run them properly, but they're invariably inferior to the awesome Saturn conversions and take considerably longer to appear. LEE

A STICKY SITUATION

DEAR SSM

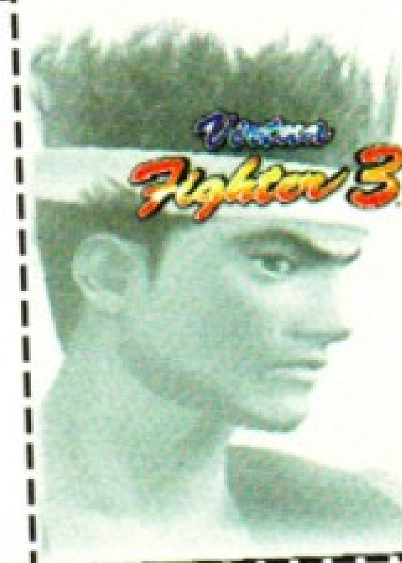
I thought your magazine's policy was of quality, obviously I was wrong. I was horrified to see that you used normal Sellotape when sticking the cover-mounted disc on the front of issue #26. Do you know what Sellotape does to a glossy magazine cover such as yours? When removing it the magazine rips, and if it doesn't do that, it at least takes off that lovely glossy effect that makes the mag far more appealing. Ideally I would like you to replace my issue #26 without the CD covermount, as I don't want to have this unfortunate problem again.

Mark Hanson, West Yorks



Who said Saturn owners were train spotting anoraks, eh? The Sellotape is there for a purpose Mark "MmmmBop" Hanson, to prevent thieving deviants from nicking the disc off the cover. I'm sure you'd be more pissed off if the only copy of SSM left in the shop had the CD missing, wouldn't you? Anyway, I've been reliably informed that future covermount discs will be attached to the magazine with the more shoplifter friendly glue, but that has nothing to do with your letter. Don't go thinking you've won or anything. LEE

BOOK WINNER



MARVEL SUPER HEROES VS STREET FIGHTER: WHAT WOULD REALLY HAPPEN?

DEAR SSM

In issue #25, Rich said that the Street Fighter characters would not stand any chance whatsoever if they were to challenge the Marvel Super Heroes. Well, I am inclined to disagree.

There is one Street Fighter character who could win against the Marvel Super Heroes. No it is not Ryu, or Ken, it is the master of Psycho Power, M Bison. He has beaten all the world warriors and is still alive today, his immense Psycho Power can build on the negative aspects of a person's personality and multiply them hundreds of times, then destroy them, creating a very warped and confused person who can only be controlled by M Bison's Psycho Power. Now imagine Wolverine powered by M Bison Psycho Power or even the incredible BlackHeart controlled by M Bison.

M Bison is above humans, maybe even nearing a God. So based upon the fact that M Bison could not be destroyed by anyone, even Rose, who possessed similar powers to M Bison, but lost most of them when she fought him, I would say that M Bison along with the rest of the SF posse would whip the Marvel Super Heroes easily.

One match up I would like to witness would be M Bison vs Apocalypse, this would be an epic battle as neither of them can be killed. Maybe the future will be governed by M Bison and the mighty Apocalypse.

A problem for Mr Blair methinks.

Putting the Christmas NiGHTS CD on the front of the December issue was pure genius. I had never played NiGHTS, and Christmas NiGHTS is cool. Any chance of any more CDs like this? Maybe Sonic Fighters?

Sam, via email



As you learned from last issue's X-Men vs Street Fighter feature, we agree with you in that Bison's Psycho Power is just about the only thing that would stand in the Marvel characters' way because let's face facts - the comic characters have superhuman powers and the SFers are good at fighting and throwing fireballs of various descriptions.

BlackHeart is the son of the devil himself and I doubt would be effected by any sort of psychic power. Additionally, Juggernaut's helmet protects him from any form of psychic attack (it's made out of some weird metal from the Cytorrak dimension as I recall) so while Bison's attempting to get through that, Juggy would be pounding him into gut jam.

And by the time he's finished, Spider-Man would have single-handedly taken out all of the others - all at once or one at a time, I doubt he would be too fussed. Nice try Sam, but the Street Fighters require more than one heavyweight to inflict any real damage. Any more for any more? RICH


Duke Nukem 3D - one of the best Saturn games to date.

DUKE NUKEM 3D IS GREAT!

Dear SSM

I just want everyone to know how ace Duke Nukem 3D is. I've played it on the PC and it was a great game. When I read the Saturn review, I was quite happy. But when I bought it and played the first three or four levels, I couldn't believe how ace it really is! The gameplay is addictive in much the same way as Exhumed was and the lighting effects are excellent. Although the game is quite hard, you'll keep coming back for more. Oh, and why didn't you comment on the music - it's great!

So Duke Nukem 3D is great! And so is Quake!

Adrian Batour, Harts

To reiterate the point Master Batour has made, Duke Nukem 3D is an awesome game which every self-respecting Saturn owners must have in their collection. Oh yes. LEE

THE LEADER IN THE SSM GANG

Dear SSM

I was wandering where Jaz has been for the last couple of years. I lost track of him when he had his regular column in the original Sega magazine a couple of years ago. Where in the world has he been and how is he doing?

I have a suggestion for Sega Saturn magazine to make the best even better. Try and make Jaz a part of the team again! This would mean you and Jaz on the same team again. This would be the dream team all over again. This would mean Julian "The Leader" Rignall and Richard "The Master" Leadbetter in a combination which would destroy all competition, just think about it.

Greetings and with great respect for all your work you have done for Sega.

Raphaël Schroor, Netherlands

Quickly forgoing the fact that the competition has already been destroyed, it has to be said that the last time we worked together good things happened. Like a certain 150,000 selling mag called Mean Machines. Mr Rignall is now in charge of the Imagine Games Network, laying plans for internet domination as we speak over in San Francisco. So that's my holidays sorted out. RICH

DON'T TELL MY PARENTS

Dear SSM

The main reason for this letter is the Christmas NiGHTS demo on your December issue. I am getting NiGHTS together with the analogue controller as a Christmas gift from my parents and thanks to your demo I was able to sample the NiGHTS experience before Christmas Eve. What I saw when I started the game was absolutely overwhelming! The music is atmospheric and the graphics and gameplay are great. NiGHTS is a real innovative game that gives player's a unique experience that even Nintendo's machine wasn't able to give me.

Thanks for this great CD! I hope that Sega's new console will not only convince us with its hardware power but also with innovative games like NiGHTS.

Markus Schuetze, Germany



We're glad you like it, Markus. LEE

We've said it before, we'll say it again - NiGHTS is a work of genius. The game appeared at the same time as Mario 64 and whereas the N64 title was completed and relegated to the shelf in (at most) a fortnight, NiGHTS continues to amaze. It truly is a Master's game. RICH

YOU CAN GET NICKED FOR THAT

Dear SSM

I would like to take this opportunity to mention about the crap, untruthful headline on the front page of issue #26. It read, and I quote "Christmas NiGHTS - The Complete Game On CD!" Yeah right, if it is then it's the smallest game I've played in my life. I'm not saying the one level you gave us was bad, but if the demo disc you gave us only contains one level, say so on the front cover of your mag rather than the readers getting charged £4.50 for only one level. To my mind this is false advertising, and as they say on the adverts "You can get nicked for that". So just out of interest, can someone write back to me and tell me a translation of "Complete Game" because in my dictionary complete means "whole, finished".

Adrian Price, Staffs



Christmas NiGHTS - the entire game on issue #26 of SSM.



Your dictionary is quite correct Adrian, as is the headline on the cover of issue #26. Contained on the covermounted disc was the "whole, finished" Christmas NiGHTS game. We didn't give you just one of the characters, or just a few of the presents, oh no. We gave you the entire Christmas NiGHTS game and a superb magazine for a mere £4.50. The mind boggles as to how you could find that in the least bit ambiguous. LEE

Christmas NiGHTS has one level and a boss, sure. But like its big brother, it contains that elusive quality that makes you go back again and again. It is not a demo for NiGHTS - the extras make it a compliment to the full game not a demo of it. Sure it's a small game, but we still gave away the complete version of it. AND it still has more lastability than the majority of full-price Saturn titles out there. Begone. RICH

FORUM ROUND-UP

Last month saw the launch of EMAP Images' very own web site, the imaginatively titled Game-Online (www.game-online.com). Therein a forum section is contained, allowing users (and occasionally SSM staff) to post messages on a diverse range of topics. Here's what's been going on:

Why did Sonic R only get 93%? It can't be down to the fact that there are only five tracks because Rally got 97% and that has only got four. Sonic R has so much better graphics, and having recently tested it at Comet, I can say that the gameplay is SUPERB. It is THE game to get for Christmas.
Glenn Lester

SEGA SATURN MAGAZINE was unreasonably harsh on Touring Car. It doesn't glitch any more than Daytona CCE and the tunes are ace - I love them to bits.
Fox

Lee Nutter is ace, and should go around to Sega of Europe and nut them all into oblivion for messing up Touring Car.
King OTH

Let's stop all this petty in-fighting about which console is best. Let's lay down our joypads and link arms in the spirit of international gaming brotherhood. All consoles are created equal, which means that they're all as equally lovely as each other. Except for the Sony PlayStation which is crap.
Andy McVittie

Yes, now I know Christmas NiGHTS is just as amazing as what SEGA SATURN MAGAZINE has always been saying.
Paul Salmon

What was the point of changing the review style? As it was, each game got the same space to compare it against others - which is only fair. If it had a lot of good features, it got a showcase.
Dan "The Man" Landes

The new review style is informative and judges the games more deeply, as opposed to a brief introduction and various columns describing in-game features. Now we really get the nitty gritty of all the aspects in the game. I really feel confident about my Christmas purchases now, thanks to the new style. Nice one SSM!
Martin Braid

Jesus SSM you really did it! Christmas NiGHTS is one of the best games on the Saturn and although I completed it all with all the presents in three days, you can just go back and beat your score. How did you get a game so rare on your magazine? Job well done I'm staying with you lot!
Joel Stanier

Why doesn't Ed Lomas get his hair cut, he looks like a girl, only with smaller breasts, obviously.
Leroy "Action" Jackson

Q&A

Hmmmm. A crap selection of Q+A letters this month. I am angered beyond measure at the ineptitude of most of the queries. Here's a quick tip: READ THE MAG! Therein lie the answers to 99% of the questions you lot keep asking. D'oh! Oh well, send in INTERESTING ONES to I'VE HONESTLY READ THE MAG Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or email the buggers off to ssm.qa@ecm.emap.com. Look, please try to be a little bit interesting that's all I ask. It would make doing this page so much more enjoyable...

SONIC CONFUSION

Dear SSM,

Could you please answer what is probably a very simple question as I am very confused. Are Sonic Team, creators of NiGHTS, Burning Rangers, Sonic Jam and designers of Sonic R the same people as Team Sonic, creators of Shining the Holy Ark, Shining Wisdom and Shining Force Three?

S Bluemel, Northern Ireland



Strictly speaking, Team Sonic of Shining fame should be called Sonic Software Planning... but the word is that since they developed a PlayStation title they've renamed themselves Camelot Software Planning. They have always been a completely different entity to Yuji Naka's Sonic Team.

MORTAL KOMBAT EFFRONTERY

Dear SSM

Please could you answer my questions because it's the first time I have written into a magaine and I also just subscribed to your holy mag!

1. Is MK4 coming to the Saturn and if so, when?
2. I was reading GamesMaster - sorry! - (*you will be - RICH*) and it said "Quake is coming out on the PSX". Is this true?
3. Will the top shooter, the Lost World, come out for the Saturn?
4. Do you know any cheats for Exhumed?
5. Will Quake be as fast as Exhumed?
6. Any more news on House of the Dead?

Chris Colyer, Bristol



1. Thankfully, the effrontery that is MK4 will not be coming to the Saturn. Like the even more intolerable "War Gods" it won't be heading for us any time soon, so thank the Lord for that. If MK is your thing, MK Trilogy is the best you'll get. By the way, have you seen the abysmal MK Mythologies on PS? Ahahahahahaaaa! 2. Quake IS coming out on the PSX but as far as we know it won't be until late 1998. And I truly believe that if Lobotomy don't get the contract it will take a miracle to make the PS conversion any good. 3. There are no plans at present. 4. Nope. 5. Quake is roughly the same speed - a miracle when you think about it. 6. Presumably, the features in SSM in recent issues will have sated your lust for HotD info.

TIP O' THE TONGUE TOPICS

Dear SSM

Could your fine mag answer these questions as they're on the tip of my tongue and I don't have a mirror handy. (SNIP - really poor gag removed - RICH).

1. If I bought Japanese or American peripherals for my UK Saturn would they work and does this also work for my Japanese/American MPEG CDs?
2. I want my Saturn converted with a 50/60Hz switch. The thing is I don't know any importers in my area who do it. Point me in the right direction, local if possible.
3. In one of the numerous in-depth Quake previews you did on Quake, you mentioned it suffered from some slowdown. However you didn't say how significant it was. Truthfully, is there enough to spoil the game?
4. I heard (*ie he read it in CVG - RICH*) that Lobotomy Software got the engine for Saturn Quake running on the PlayStation at a solid 30fps with a split-screen two-player mode. Is this true?

Markuss (K), Bradford



1. The peripherals would work, but you'd need to get your Saturn switched to run those dodgy Hong Kong porn CDs. 2. Sorry, I'm not too au fait with the Bradford area. 3. It occurs only occasionally and no way does it spoil the game. 4. Yes it's true but the split-screen hasn't been done yet. And there's no guarantee Lobotomy will get the conversion job.

IN OTHER WORDS WHAT DOES AM STAND FOR?

Dear SSM

Please answer my, er, "intersting" questions.

1. What projects are AM2 working on at the moment?
2. Will Lobotomy release any more games for the Saturn?
3. When are Grandia, Shining Force 3 and Burning Rangers being released in the UK?
4. Is Sonic R the final part of Sonic Team's "Project Sonic"?
5. Why don't AM have a Saturn development department?
6. Finally, has Heart of Darkness been canned?

John Rodgers, Cumbria



House of the Dead: everyone wants info on this hot game!



1. Between you, me and 38,000 other readers, AM2 are doing Daytona 2 for the arcades and the new Sega home machine. As for Saturn projects, well... let's just say they're keeping their cards close to their chests. 2. I don't think it's likely. What is more likely is that Lobotomy are now developing for the new Sega machine. 3. Grandia is beginning to look unlikely (the translation costs will be phenomenal) but Burning Rangers should be a hot spring game and SF3 is likely for around the summer time. 5. Because AM stands for Amusement Machines. As in coin-ops. The department that deals with original Saturn titles is known as the CS team. CS standing for Consumer Software. Clear? 6. Hope springs eternal. That it won't come out, that is. Honestly, Heart of Darkess was state of the art... three years ago. Releasing it now would be a joke.

INTERESTING QUESTIONS NEEDS SATISFIED

Dear SSM

You wanted some interesting questions. I hope the following will satisfy that need.

1. What is the exact definition of a "retro game". Is this term used to refer to a game of a certain age and if so how old does a game have to be before it qualifies?
2. In your opinion, if one was to master one particular fighting game, say Street Fighter Alpha 2, would this put them at an advantage when it came to learning another fighting game from scratch?
3. What packages are used by the major software companies in generating 3D models?

Peter A Brown, Tonbridge



1. Hmmm, toughie. If the game's more than a few years old and was originally designed for inferior hardware, I'd class it as a retro game myself. 2. Definitely - being the master of Alpha 2 would prime you up for any Capcom game from SF2 through to Marvel Super Heroes vs Street Fighter... by a similar token being good at VF2 is great preparation for MegaMix or VF3. 3. SoftImage 3D appears to be the tool of choice in the development community. It's what they used for Saturn Quake amongst other titles.

FAQ

It's FAQ time, where I get to grips with all of the letters you lot send and answer the most popular queries of the month in one fell swoop. As the saying goes: let's go party!

1. Any news on Sega Rally 2?



This game, hotly rumoured to be using the new Model 3 board, is currently in development in the Japanese labs of AM Annex and will be featured fairly heavily in our March or April issues.

2. Have HMV dropped the Saturn? I can't see any games in my local store.



Another popular query and the answer unfortunately is that HMV have cut back on the amount of space devoted to Saturn, with smaller stores having no Saturn presence whatsoever. A sad day indeed.

3. How do I swim up and down in Duke Nukem 3D? There's no mention in the manual!



A pretty major omission in the manual, this. Basically hold down the jump button and use strafe left to swim down and strafe right to swim up. It's just about the only way Lobotomy could have coded this in and it can be a bit confusing. But no more!

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SEGA
SEGA SPORTS

Chill Out Dickwad!

Button-bashers beware, Sega's sports series is back! AM3 head to the hills for some fast-paced frosty fun in Winter Heat. But will this snow-covered sequel score gold? MATT YEO reports.

There's certainly no denying that the Saturn is a truly amazing machine when it comes to hardcore arcade conversions. In fact the translation process is now so smooth that the release of a new Sega coin-op is usually accompanied with cries of "So when's it gonna come out on Saturn then?" Witness House of the Dead. The arcade game is unleashed and immediately there's speculation regarding a home conversion. However, having proven itself as being capable of handling Model 2 games with ease and now pixel-perfect



Winter Heat is the amazing sequel to Athlete Kings.





LI HUANG
COUNTRY: China
AGE: 17
HEIGHT: 169cm
WEIGHT: 53kg
SPORTS TYPE: Skate



B.B.
COUNTRY: Great Britain
AGE: 23
HEIGHT: 180cm
WEIGHT: 70kg
SPORTS TYPE: Skate





Capcom conversions, the Saturn would seem to have neglected the power of the ST-V (Titan). The hardware board that brought us the likes of Baku Baku Animal, Die Hard Arcade and Athlete Kings would appear to be on its last legs, but AM3 are determined it'll go out in a blaze of glory. As probably the last ST-V game to be produced by Sega, Winter Heat is also one of the few Saturn titles to be developed in tandem with its coin-op cousin. With a duel launch planned for February '98, Sega gave SSM an EXCLUSIVE look at the sequel to one of the most outstanding sports titles of all time.

SECRETS AND SLIDES

The secret behind Athlete King's success was its simplicity. Players tackled decathlon-style events with the aid of some amazing motion-captured characters and the power of just one finger. While this kind of frantic button-pounding was certainly nothing new (older gamers remembered the glory days of Daley Thompson's Decathlon), developer AM3 managed to combine super-smooth visuals with some incredibly addictive gameplay. Arcade gamers loved it and Saturn owners enjoyed a perfect coin-op conversion. Two years on and AM3 have finally answered the prayers of adoring fans the world over by releasing a long-awaited sequel. However, their latest sporting achievement instead focuses on the wacky world of winter games with a selection of the coolest ice-encrusted activities this side of Steep Slope Sliders.

THE NAME OF THE GAMES

Although Winter Heat takes its cue from the Winter Olympics, there's definitely no official connection here. In fact Sega are being a little bit cheeky by releasing their own sports game just in time for the '98 Winter Olympics in Nagano. There's probably







Keep your plasters at the ready. Winter Heat is a full-on finger-blistering game!



also some attempt to steal Konami's thunder as their officially licensed Hyper Olympics is also due for an imminent release. Nice one AM3. Of course Sega's titles always have their own unique look and feel so there's no doubt as to who has produced the true winter warrior! Just as we went to press last issue we received a three event Winter Heat demo disc. Although suitably impressed with the quality of the unfinished game, we were staggered when Sega Europe delivered an updated disc containing the full line-up of cool events. As last month's House of the Dead and now Winter Heat coverage confirm, the Saturn's arcade conversions are looking more amazing than ever.

YOU WIN AGAIN!

There are a total of eight basic events in Winter Heat (as in the arcade game), but the Saturn version also contains a further three bonus events. Players select from one of eight world class contestants, including familiar Athlete King faces as well as a couple of talented newcomers. Sega's own winter games take place over the course of two gruelling days, with either one or two players slogging it out for a privileged place on the winners' podium. Each character has his or her own particular skills whether it be skating abilities, hardy Nordic strength or a mixture of all-round techniques. It's these individual abilities that will determine who becomes a true champion and who shoulders the shame of defeat. Once a particular sports star has been chosen, players face their first day of fierce competition by selecting from one of four testing events. The aim in each sport is to beat both your opponent and shatter a set time limit. There's also the added incentive of smashing a world record, but only truly talented players will manage to obtain this lofty status.

GIVE IT THE FINGER

All events are tackled using a combination of button-bashing and joypad-waggling. AM3 have also included a fool-proof training screen before each event begins, allowing players to familiarise themselves with the game's controls. By successfully completing each winter sport, players move through events until that particular day's activities have all been tackled. Day 2 then arrives, heralding even tougher events which are designed to separate the men from the boys (watch out Lee). Clock decent times and scores to guarantee your place in the the sporting hall of fame and watch with glee as your mates eat your snow trails!





Eight selectable characters and 13 events. What more could you ask for?

EVENTS DAY 1



SPEED SKIING

The first and fastest event in Winter Heat, Speed Skiing requires players to plummet down a steep slope at high speed in an effort to beat their opponent. Wearing special streamlined outfits and sporting aerodynamically efficient helmets, players face a straight run that sets them up for the games tougher events. Beating a CPU controlled rival is a piece of piss, but in two player mode the stakes are higher.

TECHNIQUE

Speed Skiing employs the simplest control method in the game, but it's also one that can cause the most finger blisters. Players wait until the 'GO!' signal has been given before hammering away on the action button as fast as possible. Keeping up a speedy rhythm is essential, especially when the finish line appears.







SKI JUMPING

Here's where the real skill begins. Ski Jumping involves players building up speed using a vertical ramp then launching themselves into the air for maximum distance. Points are also awarded for successful landings so expect to use your ass as a brake more often than not! While it's easily within the reach of all players to obtain a decent score, cracking the world record of 110m is a true master's challenge.

TECHNIQUE

Batter the action button to pump up the speed bar. When the ramp is in sight, press B to set the jump angle. Aim for about 30 degrees, but varying speeds and angles can drastically alter your performance. Once airborne, it's just a case of sitting back and enjoying the view... until you land! Just as you're about to touch down, tap the B button again to place both skis firmly on the ground then coast across the finishing line in style.



Winter Heat's swooping virtual camera keeps the action fresh and frosty.



DOWNHILL

Possibly the most complicated event in Winter Heat and one that requires total concentration. Using the A button, players push off down a gently sloping course that twists and turns its way down a mountainside. Hazards occur when sharp bends appear as over steering results in barrier collisions and lost seconds. Add to this a number of unexpected ramps and you're looking at a really challenging event.

TECHNIQUE

Unlike previous events, the action button is used here to simply 'push' players along and build up initial speed. Releasing the button on straight sections of the track results in players coasting along, their speed increasing the longer they slide. The joypad is employed for the first time although it's more of a hindrance than anything with trackside collisions and miss-timed jumps providing much annoyance. The ramps are handled with a well-practiced tap of the B button, but overshoot and you'll pay for your mistake with a time penalty.





SHORT TRACK SPEED SKATING

The first of two events that pits your player's skill against two or three CPU controlled opponents. As the countdown commences, players prepare themselves for four laps of the Sega Sports stadium. Sounds easy enough? Of course it does. But the trick here is to reserve your stamina during the race or face the indignity of finishing in last place.

TECHNIQUE

More button-tapping required here, but there's also the added ability for players to slide around and inbetween fellow competitors. Approaching a corner from as far out as possible then tightening up as you leave the bend provides the ideal winning formula. Hang back for the first few laps then let rip for the final two. Just keep your eyes peeled for the Germans as they always cheat.





Pace and stamina are required if you hope to master Short Track Speed Skating.



KARL VAIN
COUNTRY: Germany
AGE: 29
HEIGHT: 200cm
WEIGHT: 80kg
SPORTS TYPE: Alpine



ELLEN REGGIANI
COUNTRY: France
AGE: 21
HEIGHT: 178cm
WEIGHT: 57kg
SPORTS TYPE: Alpine



RICK BLADE
COUNTRY: USA
AGE: 26
HEIGHT: 190cm
WEIGHT: 86kg
SPORTS TYPE: All-round



ALEKSEI RIGEL
COUNTRY: Russia
AGE: 33
HEIGHT: 195cm
WEIGHT: 100kg
SPORTS TYPE: Nordic

EVENTS DAY 2



SLALOM

After the trials and tribulations of the first 24 hours, Day 2 commences with Winter Heat's second trickiest event: Slalom. As in Speed Skiing, players race side-by-side against their opponent in order to cross the finishing line in first place. The problem here is that contestants are required to negotiate a number of poles along the way, ensuring they slide around them safely as opposed to smashing into them as evidenced by the SSM team. It is possible for players to achieve a decent time in the Slalom, but real skill and a bit of luck are involved. This is the one event in Winter Heat that's guaranteed to have players gnashing their teeth in frustration. You have been warned!

TECHNIQUE

Hammering away at the action button produces the necessary speed, but the distraction of the poles means you won't be racing down the course as fast as you could be. To handle the poles, simply keep an eye on the crescent shapes in the snow that appear just before each pole. As you approach them, tap the B button and your character begins to slide and manoeuvre his way around the obstacle. Once you're past the pole, hit the action button to gain a bit a speed, performing this technique all the way down the course.



Slalom is the second toughest event in Winter Heat. Timing is essential for tackling these pesky poles.





BOBSLEIGH

A great event and one that requires minimal control. Players use familiar bullet-shaped Bobsleds to rocket down an icy track and smash speed records. Each contestant is joined by a virtual partner who aids in pushing and steering the sled. Once the initial push-off has been completed players face the tug of gravity itself as they shoot along the course to victory.

TECHNIQUE

Once the signal is given, it's all hands to the sled as players attempt to build up enough speed to get their try off to a flying start. As the speed bar begins to fill, contestants quickly press the B button to hop into the sled and they're off! Once on the course proper, the only real control you have is to position the sled so that it takes corners at the right angle. Steer too close to either barrier and you lose precious seconds. Bouncing against the sides of the course also slows the sled down considerably.













SPEED SKATING

Similar in feel to the Short Track Speed Skating, this event pits two players against each other in a race around the Sega Sports stadium. However, unlike the first day's event, contestants are required to really pace themselves, particularly when tackling corners. As well as a speed bar, there's also another gauge that needs monitoring. Take a corner too quickly and you slide to the outside of the track and suffer a humiliating defeat.

TECHNIQUE

The additional bar at the bottom of the screen is the key to mastering this event. By all means, hammer away at the action button to keep your speed up on the straight sections of the track, but be wary of the corners. Keep tapping the action button, but reduce the hits to a slow rhythm. If the bar stays steady around the end of the green section, you're doing fine. Once out of the corner, return to your button-bashing before repeating the process.



CROSS-COUNTRY

The final main event and not surprisingly it's one that combines a number of techniques you should have mastered by now. This sport is set over a gruelling mountain course that requires players to ski and slide their way to victory. Three additional contestants make up the numbers and hence there's plenty of elbowing and shoving as everyone attempts to remain in front. The addition of a stamina bar adds to the thrill of the event with steep hills being tackled with reserved energy. On the other hand, the downhill slopes provide a brief respite before the next hard slog.

TECHNIQUE

The key here is pacing yourself. There's no point in burning up all of your character's stamina in a mad first dash around the track. Take the time to gauge your opponent's abilities by hanging back from the main crowd. This technique also allows you to memorise the track's many twists, turns and slopes. The action button is employed here, but as stamina is limited you're better off saving it until the second lap. What's more the ability to manoeuvre your character around fellow players will prove to be a vital skill as the race draws to a close. The map at the bottom of the screen is also worth keeping an eye on as it gives you a clue as to when the next steep slope appears. These hills are a pain, but the drop down the other side gives players the opportunity to recharge their stamina bars.

JOE KUDOU
COUNTRY: Japan
AGE: 20
HEIGHT: 178cm
WEIGHT: 72kg
SPORTS TYPE: All-round



JOHANN STENSEN
COUNTRY: Norway
AGE: 30
HEIGHT: 205cm
WEIGHT: 105kg
SPORTS TYPE: Nordic



Check out those snazzy jumpsuits. They'll be all the rage next year y'know.





Winter Heat's longest event, the testing Cross Country. One for masochists only.



Keep an eye on the mountain graph at the bottom of the screen to gauge speed.

As if Winter Heat wasn't impressive enough, AM3 have gone and added three Saturn-only events that aren't in the arcade game! The Skeleton (left) is a real laugh and well worth replaying.









EXTRA EVENTS

From the main options screen players may choose to tackle two days worth of events or instead opt for the Practice Mode. This is where the Saturn's exclusive three events are located and they include some of the toughest sports in the entire game. Not only are the events themselves a real challenge, but the times to beat require perfect control and skill.





Snowboarding or Skiing? The choice is up to you in Winter Heat.



SKELETON

A cross between snowboarding and Bobsleigh, with players diving headfirst down an icy track as they hold on for dear life! Skate stars such as B.B. and Li Huang have the easiest time here as both are speedy yet lightweight. Manoeuvring around the bobsleigh-like course is more treacherous than ever as players fight to stay on the track and the board.



SLALOM SNOWBOARD

Mix snowboarding with Speed Skiing and you have one of the most enjoyable games in Winter Heat. As a bonus event, the Slalom Snowboard is a real laugh, but players will undoubtedly find themselves returning to tackle this sport again and again. It's a two player event and the emphasis is clearly on speed. There's no real skill involved, just sheer knuckle-bruising fun!









Keep your speed up and try to stay in the centre of the screen.



When this symbol appears, it's time to press that B button.



And through the air you go! Snowboarding the SSM way...





The tutorial screen (right) gives you all the directions you could ever need.





AERIAL SKI

Taking its cue from the tricks and moves in Steep Slope Sliders, Aerial Ski is a cool event combining speed and skill. Players leap from the bottom of a vertical ramp into mid-air while performing all manner of outrageous stunts. There's plenty of potential for massive scores here and we've only begun to scratch the surface of what tricks are obtainable.



The Aerial Ski is similar to the trick-based antics of Steep Slope Sliders.



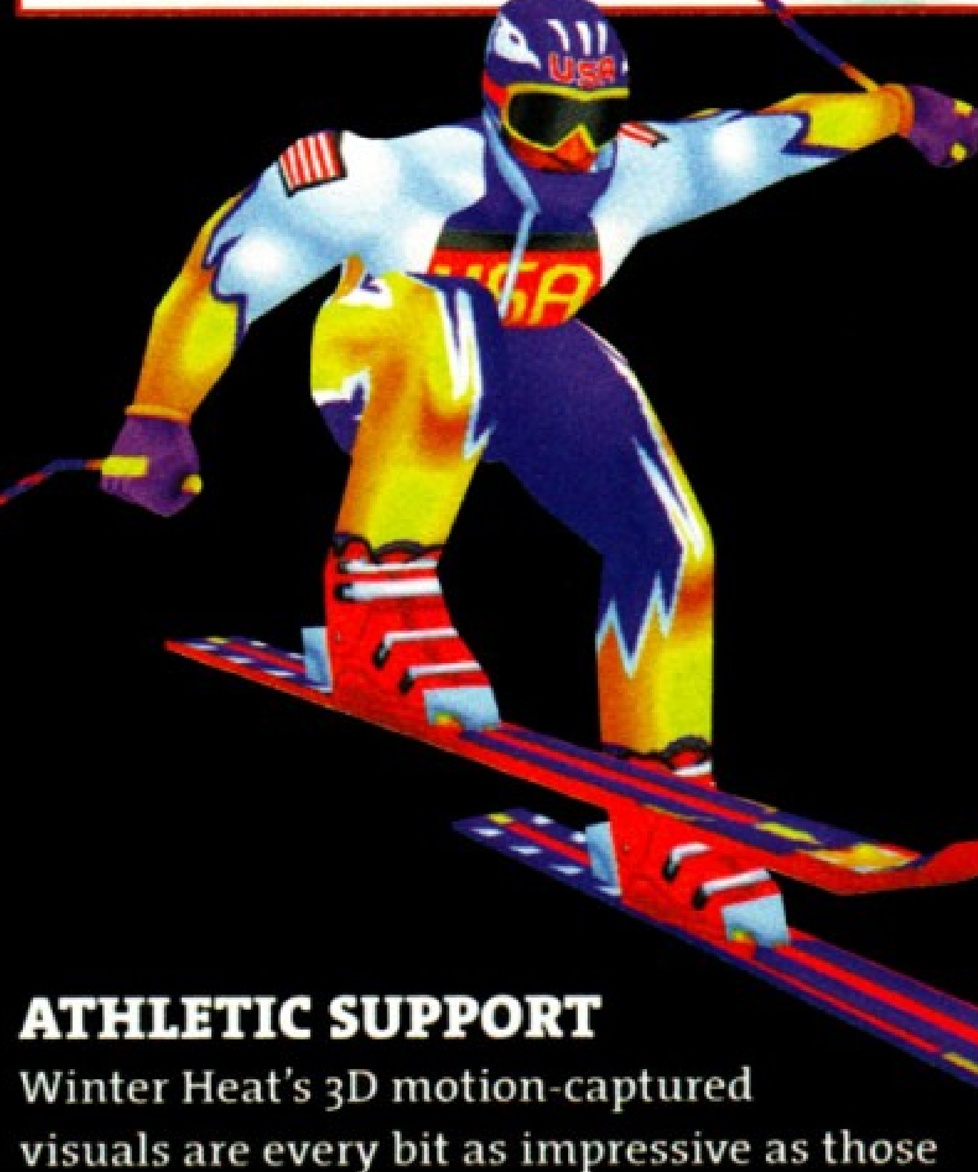


Players rack up points by pulling off cunning stunts and nifty tricks.

A text book landing by Johann Stensen (below). They're well built those Norwegian's y'know.









ATHLETIC SUPPORT

Winter Heat's 3D motion-captured visuals are every bit as impressive as those seen in Athlete Kings, with the emphasis on realistic movement and 60 frames per second action. The Saturn's high resolution mode also comes into play here, delivering some crystal clear graphics as evidenced by these simply staggering screenshots. Oh, and there's no glitching.

Of course questions must be raised regarding Sega's decision to release both arcade and console versions simultaneously. After all, if you've got the Saturn version of Winter Heat, why on earth would you want to play the coin-op game? Likewise, the arcade version may look slightly dated now that the Model 3 board is superseding most coin-op technology, so where's the hook? The answer is simple: AM3 have crafted an addictive and thoroughly enjoyable sports title that just begs to be played!

Players are given the option of beating a set time limit or cracking a world record. Are you ready for the challenge of Winter Heat?

OPTIONAL EXTRAS

Although Winter Heat is virtually complete, AM3 have revealed that there are further additions to make to the game before its February release. Chief among these will be an edit option allowing players to customise their own games. Also available will be a museum option which will include high-res images of the game's main characters as well as a number of other items. But most exciting of all is the promise of a stunning four player mode allowing you and three mates to indulge in some awesome multi-player action. That's one extra we can't wait to see. We'll have a full review of Winter Heat next issue so get ready to get your skates on!







We're betting Winter Heat will be a massive hit when it arrives in February.

Witches, goblins, pumpkins and ghosts. Hardly festive fare, but then Cotton 2 is hardly your average shoot 'em up. With colourful cartoon graphics and tongue-in-cheek characters, this is one import title well-worth a look. Taking its cue from the likes of Keio Flying Squadron and Parodius, developer Success have crafted a blaster that's as cute as a button. Blech!

COTTON 2

BY	SUCCESS
STYLE	SHOOT 'EM UP
ORIGIN	ARCADE CONVERSION
RELEASE	OUT NOW (JAPAN)



Japanese shoot 'em ups have won much favour in the SSM offices recently. The likes of Thunderforce V, Salamander Deluxe Pack and even Silhouette Mirage have breathed much-needed life back into this classic gaming genre. This month we've received a copy of Cotton 2, a magical, spell-packed blaster for one or two players.

What's unique about this title is that developer Success have only just released the arcade version of Cotton 2 in Japan and two months later the Saturn game is out! Of course this can only be a good thing for Saturn owners. As the duel release of Winter Heat so clearly shows, getting product from the arcade and into the home as quickly as possible (if not simultaneously) makes great sense.

You probably don't remember the original Cotton game as it was an obscure Super Famicom title that never saw the light of day outside of Japan.



MAGIC OUR MORRIS!

Its sequel features more of the same frantic shoot 'em up action with players taking on the role of the sorceress Cotton and her witch companion Appli. Their story takes place in an enchanted realm that's slowly being transformed by an ancient evil magician from a far off land (look, I'm making this crap up so bare with me). Deciding to take the battle to the enemy, the two heroines set off on their handy broomsticks and face all manner of weird and wonderful creatures in a quest to save the kingdom.

THERE'S A COLD SPELL COMING

As fans of this style of game will tell you, any shoot 'em up worth it's salt includes completely over-the-top power-ups and Cotton 2 is no exception. The game uses a variation on the classic Parodius system where players blast waves of enemy monsters to obtain a number of useful power-ups. These gem icons change colour when hit repeatedly and the final hue determines the weapon your character receives. It's then possible to collect more coloured icons to boost your abilities up from basic to hardcore spell-user. Magic on offer ranges from such elemental attacks as fire and ice to more devastating supers that fill the screen with spectacular effects. As well as having the ability to blast opponents, the two girls are also capable of grabbing hold of their foes and using them as living bowling balls. This skill allows players to smash through large groups of creatures with minimal damage to themselves.

While the idea of multi-hit combos is usually reserved for beat 'em ups, Cotton's developers have used this same system for their own creation. By targeting certain enemy's, it's possible to chain the

COTTON PICKIN' VARMINTS!

Amongst the many highlights in Cotton 2 are the massive bosses and end-of-level guardians. Although slightly pixilated, these bad boys hog the screen and move with blinding speed. Take the first boss for instance. He lumbers slowly into view then swiftly attacks using boulders, spears and clubs. Before battles begin, players are given guidance as to which areas of the boss creatures are the weakest. Concentrate fire here and you'll vanquish your foes in no time at all!



These guys are huge! Unfortunately they're also easy to beat.











Concentrate all firepower on the guardian's weak points to quickly defeat them.



When standard shots won't do the job, unleash the gals' powerful magical blasts.





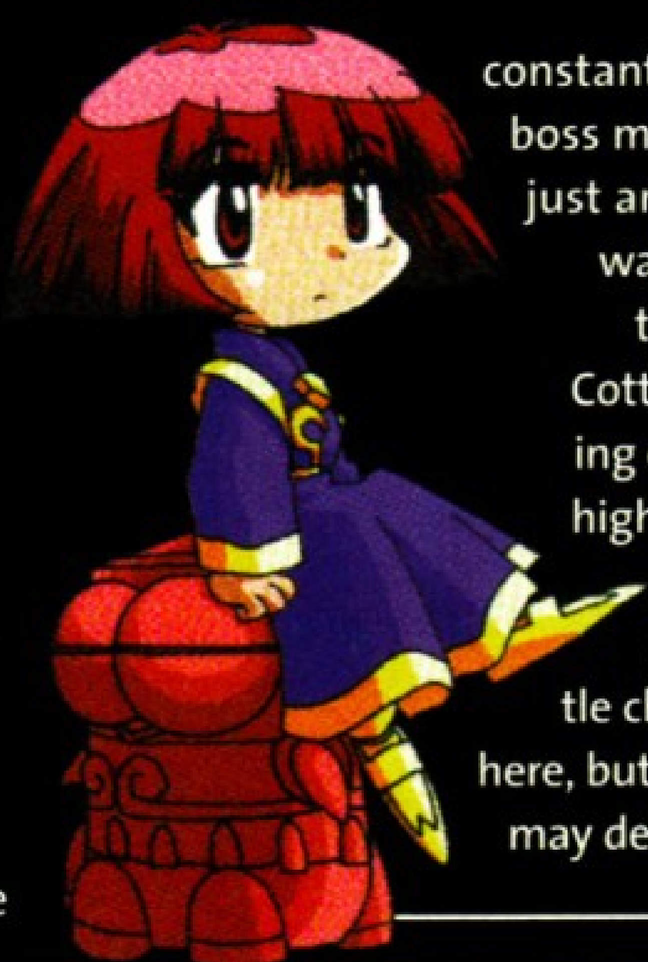
Dashing through the snow on a one horse power broomstick.

Success have only just released the arcade version of Cotton 2 in Japan and two months later the Saturn game is out!



Chain hits together and destroy multiple enemies. Cotton's combo system allows players to notch up massive scores.

number of hits they suffer and therefore notch up a massive score. Multiple hits also drain the life from your foes enabling sneaky players to collect floating energy with which to boost their own flagging supply.



EASY, PEASY, JAPANEASY

The only downside to Cotton's supreme playability is its ridiculously easy difficulty setting. Although there are two play modes, Arcade and Saturn, even the most average players will complete the game's six short levels in record time. Likewise, the constant stream of enemy creatures and huge boss monsters are great to blast, but there just aren't enough of the buggers. You want more mayhem, but it just ain't there. Still, Cotton 2 is certainly arcade perfect if nothing else. Minimal slowdown once again highlights the Saturn's awesome 2D abilities and the two player option adds a bit of extra life. There's very little chance of Cotton 2 being released over here, but those of you with converted machines may definitely want to give it a blast.

A BROOM WITH A VIEW

Hover bikes we can understand. Fully tooled-up spaceships we like. But broomsticks? Yep, the gals of Cotton 2 roam the skies of their kingdom on magical broomsticks - the obvious choice for witches I guess. Fully manoeuvrable and capable of high speeds, these common household sweeping devices enable players to swoop majestically across the screen like nobody's business. Keep your eyes peeled for the subtle character animation when the witches brake suddenly and pull back on their sticks. It's a hoot!







Give 'im some stick! Er... and other broom-related jokes.










SHOWCASE

The Saga Begins!

Panzer Dragoon is back... in the most incredible adventure the Sega Saturn has ever seen! You want cinematic visuals, right? Stunning interactive gameplay? You want a Saturn title to out-quaff Final Fantasy VII? Panzer Dragoon Saga is the epic you've been waiting for! So says RICH LEADBETTER...

It has been three months since I last played Panzer Dragoon Saga. The one disc I had then was a mere taster of what was to come but I was hooked. What Team Andromeda had done was to merge the awesome visuals and technology of Panzer Dragoon Zwei with a cunningly crafted adventure and gripping storyline.

I now have in my possession a beta copy of the Japanese version of the game which is due to go on sale any day now. And I'm even more impressed - no, impressed isn't the word. I'm amazed... this adventure is just utterly brilliant and I believe that it is SEGA SATURN MAGAZINE's duty to tell you why.

Over the next few issues, SSM will be taking Panzer Dragoon Saga apart. We'll be showing you the incredible graphics, telling you how the game works, we'll be following this mammoth FOUR CD quest through to the very end. And by the time we're finished and the game is available in Europe I guarantee that you'll want to have experienced what I have with this epic game!







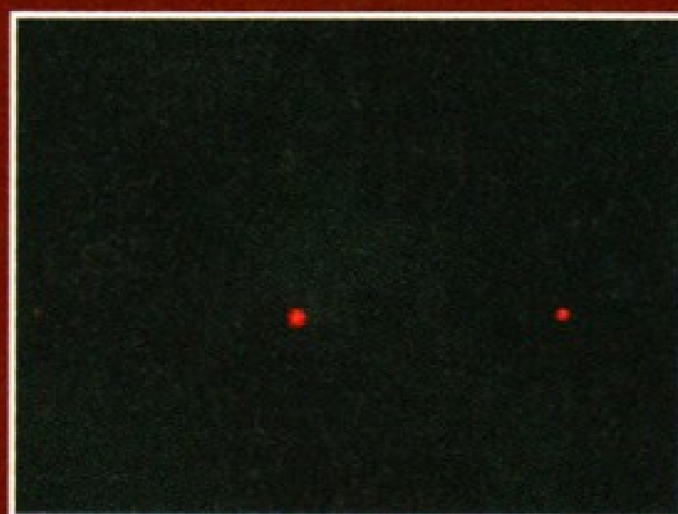
After each of the game's most powerful bosses are defeated in combat, the mighty dragoon morphs into a more powerful battle-beast! And you can adjust its attack, defence, agility and spiritual powers as well during the game to suit your own style of play.

HOW DOES IT WORK?

Looking at the screenshots for Panzer Dragoon Saga you might wonder how it fits together as an adventure. I mean, for the most part it looks a lot like Panzer Dragoon Zwei, a simple (yet stunning) blasting game. Where's all the adventuring eh? That's what the words on these two pages will explain - how it all fits together.

THE FULL-MOTION VIDEO

The story-advancing sections of Panzer Dragoon Saga are mostly depicted with the wonders of full-motion video (FMV). Team Andromeda were creating computer-generated movies years before everyone else jumped onto the bandwagon and with Panzer Dragoon Saga they have reached the pinnacle of their art. The first taste you get of this is in the first sequence where Azel (that's you), first meets up with his winged steed. Like Final Fantasy VII, Panzer Saga seamlessly merges FMV with gameplay to awesome effect.

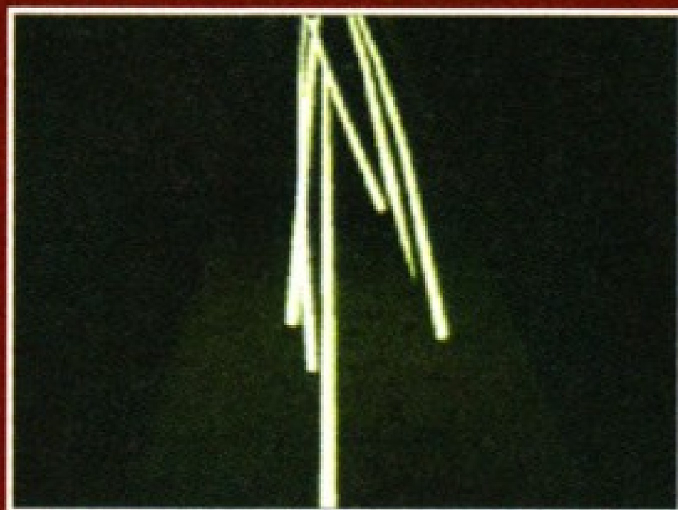
The full-motion video that Team Andromeda has created for Panzer Dragoon Saga is frankly superlative - the sheer emotion and feeling seen even in the characters' movements is exceptional.




This sequence here is showing one of the first FMV episodes. Azel has found himself alone in a large cave when out of the gloom comes a host of darkness-dwelling creatures out for blood... and Azel's laser has been damaged!



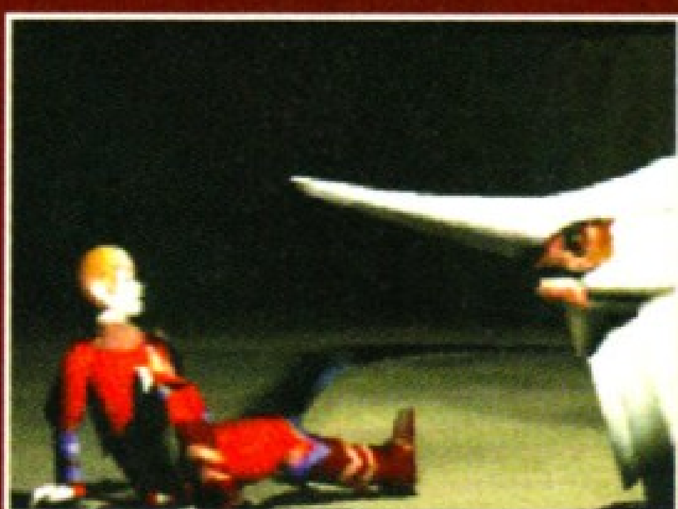
The sheer imagination that Andromeda have put into the design of even the smallest enemy is awe-inspiring. Oh yes.

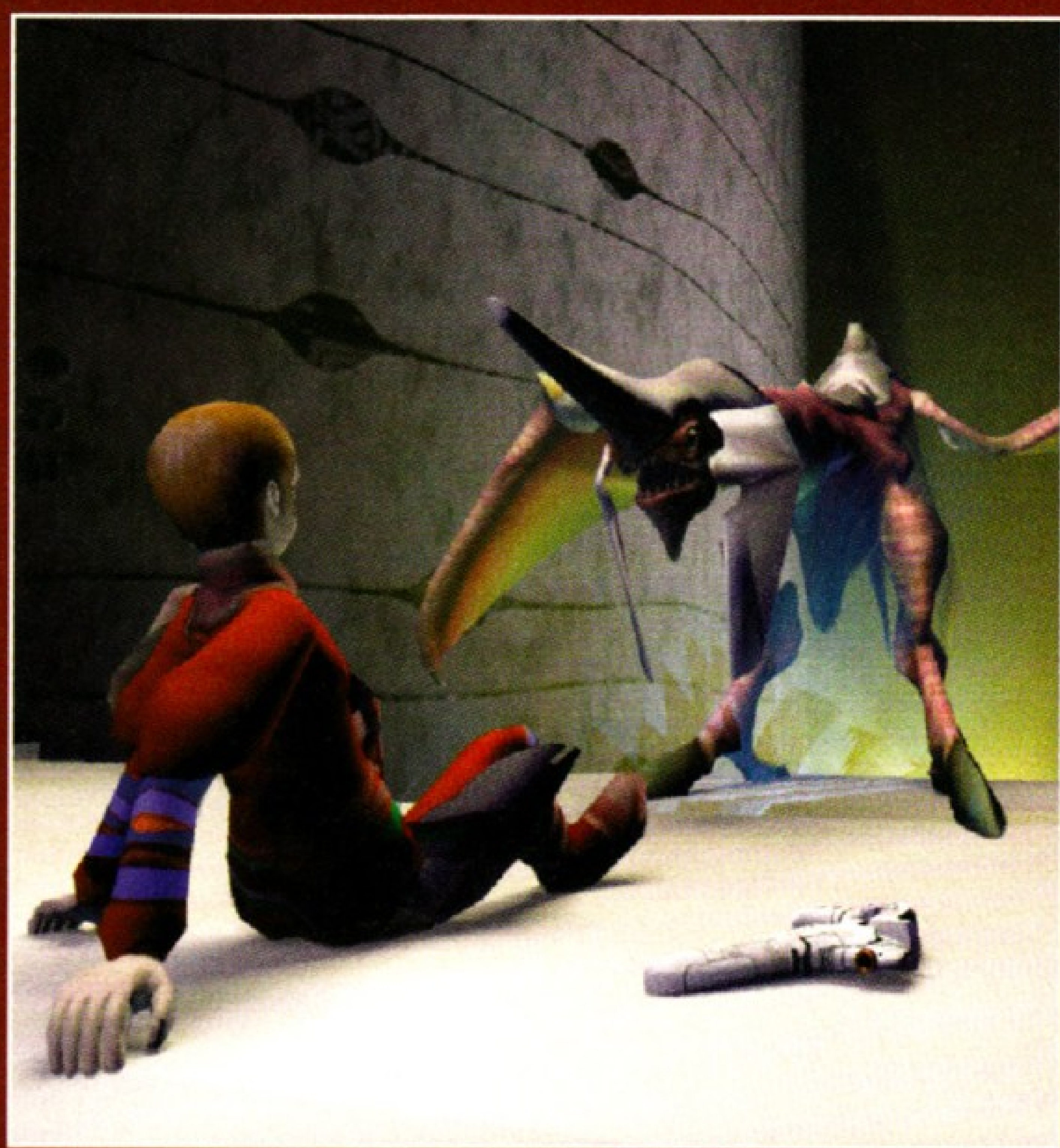
Punctuating the gloom is a blinding light from above which streaks down accompanied by a deafening roar. As the lights approach, they become clearer as the lock-on missiles of the mighty dragoon!




The missiles strike home, instantaneously annihilating every cave creature in sight and leaving nothing behind save their charred, ruined corpses. But where is the heroic dragoon?

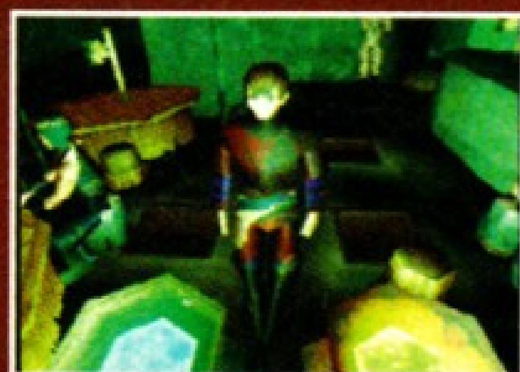
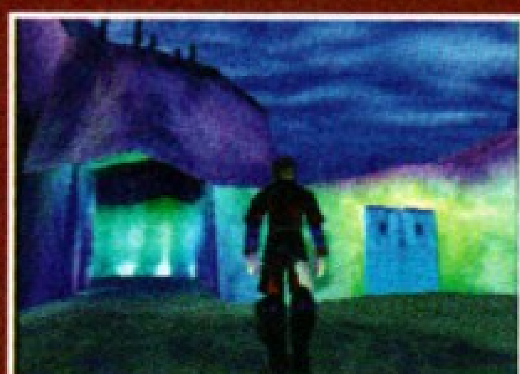



Answer: right on top of you! An unearthly light illuminates the area as the dragoon lands, initiating a peculiar mind-meld that brings man and animal together... for the rest of their lives!



THE ON-FOOT SECTIONS

Team Andromeda very much portray Azel and his dragoon steed as separate entities. When the dragoon touches down, it's down to Azel to do the investigating on-foot - hence the change to a sort of 3D Zelda style of gameplay. These sections can be tiny, for example when you touch down in the desert and make a campfire, or they can be huge, such as when you investigate a town or city. The keyword here is realism. The environment is lit according to the time of day, and as time passes so you move from day to night. The eerie glow of your

The engine that Team Andromeda have created for the on-foot sections of Panzer Dragoon Saga will blow you away - watching the lighting change as day moves in night is a visual treat.





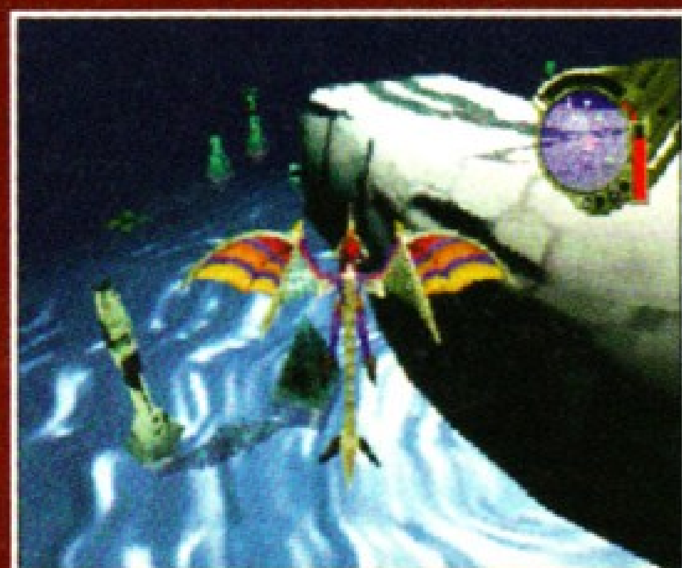

TAKE TO THE SKIES!

A great deal of time in the game is spent on the back of your mighty dragoon! These are called the "field" areas of the game and this is where you get the most similarity with previous Panzer titles. The big difference this time is that unlike the previous shooting games, you get to choose wherever you want to go and you can alter the altitude of your beast at will. Typically the field areas of the game have you solving logic puzzles which open up an exit to the next level. What puzzle-solving you do here is interspersed with battles against legions of alien creatures. As the game progresses, so does the complexity of the puzzles. In latter areas you find yourself moving between areas solving puzzles that change areas in earlier stages. Additionally, early on in Disc Two you receive instructions from one of the characters in a major settlement, telling you to return to a previous stage to solve a major problem that has arisen. Punctuating the puzzle-solving action are confrontations with small fry meanies who boost your experience levels. Usually at the end of each major area you find yourself in a major boss-style battle.













THe water stages (two pics far left) feature some stunning rippling effects. Disc Two continues the water theme (last three pics below). Throughout the game the graphics are just amazing!









THE CUT-SCENES

Panzer Dragoon Saga had some awesome FMV, but even more amazing was the use of the actual game's 3D engine to move the story along in the form of cut-scenes. Team Andromeda use the same technique in Panzer Dragoon Saga, again showing the strength of the incredible 3D visuals. You've just got to see how realistic the men and women of the eye-popping Panzer world move... it's awesome! Typically, this sort of cut-scene is used to depict events such as solving a puzzle, saving a man's life, or introducing a terrifying boss creature!





The fact that Andromeda use their own 3D engine to produce some of the game's more dramatic moments (as opposed to more full-motion video) is testament to the incredible skills of Team Andromeda. It's the movement and characterisation of the characters that makes these sections look so good... as well as the weirdo technology you get to see.





Solving the puzzles also produces some of the excellent cut-scenes. Blowing up two weather-beaten beacons unleashes a tornado that clears an exit (left) while on the right we're powering up a teleportation device on the waterworld that leads to a (dare I say it?) epic boss battle!

THE BATTLE BE JOINED!

The fighting system in Panzer Saga is simple, yet highly advanced. Like all RPGs it's turns based. A time gauge runs up at the bottom of the screen, split into three sections. When one section is full, you can attack or use an item (thus using up one section of your gauge). At any time you can move your dragoon about and it is this manoeuvring that is all-important. Every creature in the game (including you) has a weak point that when fired upon produces around five times as much damage. In terms of weapons, you can use Azel's laser blaster, the dragoon's lock-on missiles, or its berserker attacks. Once your opponents are vanquished, the computer evaluates your performance. The quicker you dispatched your foes, the more experience points you get. Just like all RPGs when you reach a certain amount of points, you go up a level with your dragoon and rider gaining more stamina and battle prowess.





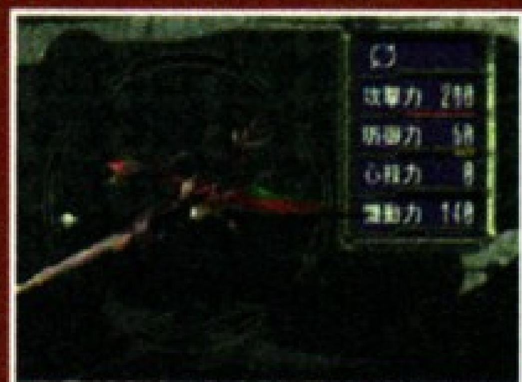






Panzer's combat system is turns based a la Final Fantasy VII – the effects unleashed with your berserker attacks will blow you away such is their power! But berserker power is limited so it's best to stick with missile and laser attacks for the most part.

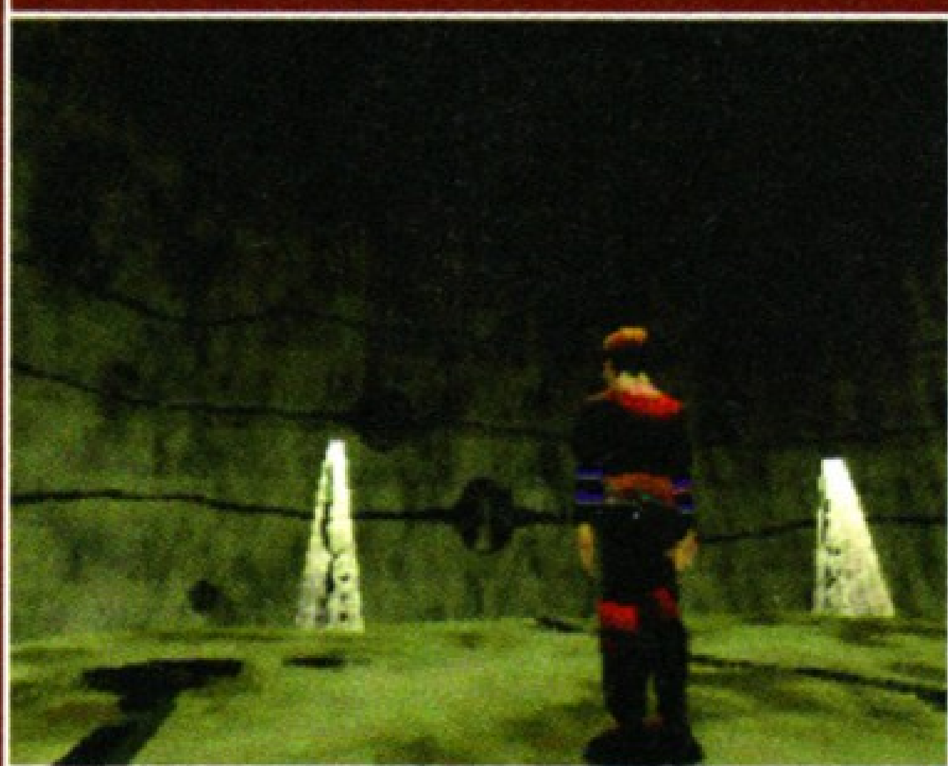




The dragon-morphing system is one of the graphical highlights of the game – you can change your dragoon's appearance and capabilities to fit your style of play!

THE CAVE

Azel starts the game on his own, having chanced upon a magical cave. This section is very straightforward - a simple logic puzzle to help you get to grips with the control system... plus a lesson that looking at things closely is more rewarding than glancing at them from a distance away. This section leads into a stunning FMV sequence where the dragoon arrives to save Azel from a bunch of mutant cave-dwelling creatures.



new, very good weapon. Your ship's movement changes the direction of its targeting scanners.



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Here's Azel – he's a determined chap who shares a near-telepathic link with his dragoon steed. He's a hero!



The creatures you face in the Chasms are pretty docile. Out-flank 'em and use lock-on missiles and send them to their deaths.

THE CHASMS

Shades of Panzer Zwei are Azel and his steed take to the skies for the first time. Here you can test out the dragoon scoping system. Press A or C to bring the cursor on-screen, then run it over objects to see if you can search them. Alternatively, run it over a cave entrance and press the button to go inside. There's an on-foot section where Azel witnesses the death of a close friend, leading into some battle drills and a simple first puzzle. You deactivate a series of cliff-mounted fans designed to keep airborne intruders away before moving on.





Flying high over the chasms, use your sights to blow up artifacts, releasing some useful health power-ups which are most useful when it comes to taking on the bosses at the end of the stage.



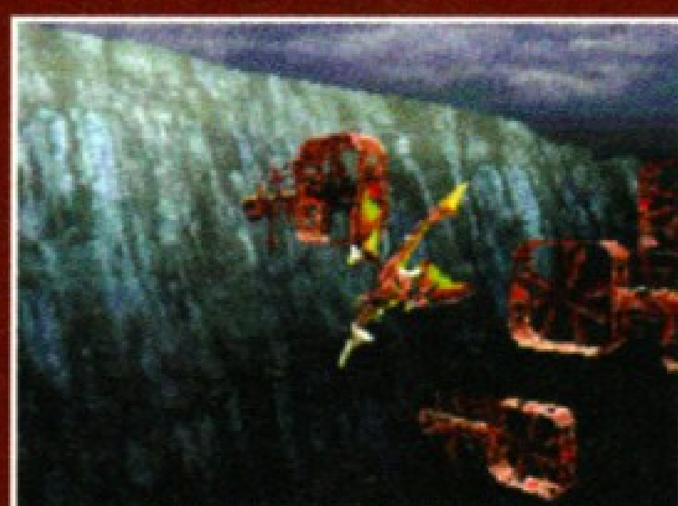


One of the first on-foot stages sees Azel arrive at a ruined station too late to save his friend from death. Howling with anguish he returns to his dragoon and begins a Roscoe P Coltrane style "hot pursuit".









You're free to enter the many mined-out caves the line the sides of the chasm in order to locate more power-ups (left). When you reach the fans (right) you face your first puzzle as you're effortlessly blown away.





Whoever set up the fans wasn't exactly a rocket scientist though... as you end up being blown towards the cave that powers the whole area. Shut the fans down and fly through without further delay.

BOSS: CHASM CREATURE

This enormous creature bridges the gap between the chasm and boasts what amounts to vast amounts of stamina for a creature at this stage of the game. Isolate the weak point and ignore the irritating small fry creatures it berths. Then let it have it, with despatch.





THE WATERFALLS

The chasms remain, but witness the awesome rapids and the beautiful waterfalls. Using your sights you can even pick out individual fish in the water - such is the power of Panzer Saga! Something else powerful is the return of the Chasm Boss Creature midway during this stage... and he ain't alone!













The creatures faced during the Waterfall stages tend to have little mobility and striking at their weak spots exposes you to their fire. Let them face you, blast 'em then dodge and repeat the process.

BOSS:RIDER RESCUE

A lone rider flees a hideous creature as the chasms collapse around its terrible fury. It's down to Azel and his dragoon to save the day. The creature you face here is one of the most cunning you find up to this point (that's probably why it's a boss). It hides





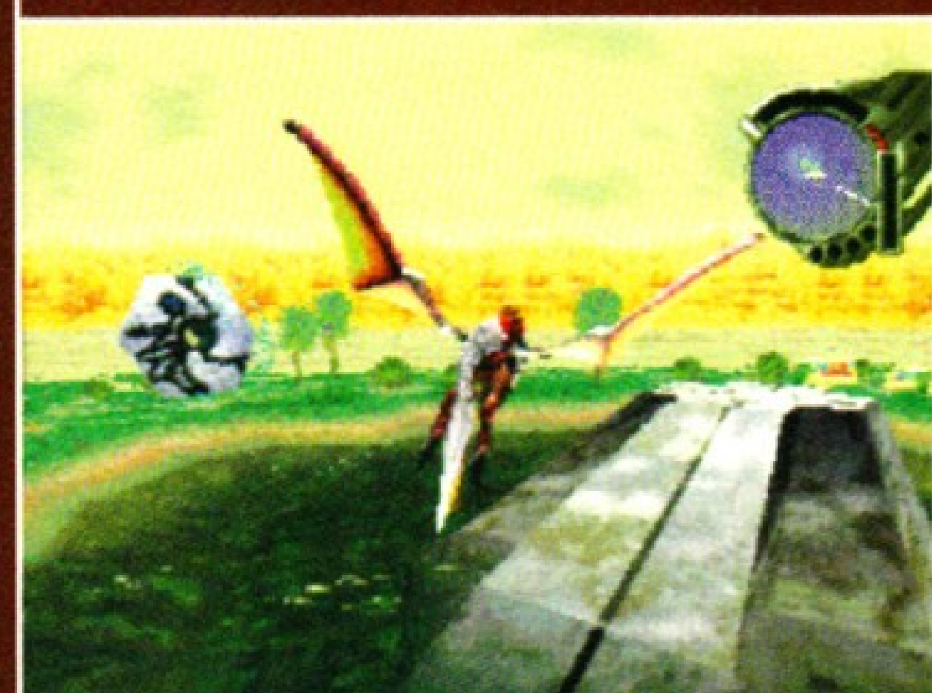
THE DESERT

Fans of the original Panzer Dragoon should recognise this desert area. Judging from the inhabitants, it wouldn't surprise us if this was the exact same place! The deserts are enclosed by a circle of rock and the main objective here is to solve the logic puzzles that open up the cave to the next area. The rider you rescued in the last stage gives plenty of advice on the myriad creatures you face.













The desert stages bring forth both land and air-based creatures for you to do battle with. They tend to have a blind side that you can use to out-manoeuvre them.









As you progress through the desert stages so you see the quality of enemy resistance improve. Compared to latter enemies they're still small fry, being very easy to out-think and out-gun.

BOSS: THE GROUND ITSELF!

Once examined, some strange looking nodules on the ground turn out to be the surface manifestation of a strange creature lurking in the sand. This guy's armoured like a tank - it's down to you to find a chink in that armour and exploit it.





new, very good weapon. Your ship's movement changes the direction of its targeting scanners. new, very good weapon. Your ship's movement changes the direction of its targeting scanners.

BOSS: THE CAVE CREATURE

A small black creature lights up the darkness of the cave... surely this won't be any problem? Of course it isn't! Unfortunately it isn't on its own - under the sand lurks its enormous counterpart - hurt the small creature and the large one surfaces and takes to the air. Face it buddy, you're in for the fight of your life! Especially when you discover that the first flying monster actually has another one inside! Yup, you're in trouble all right...





BOSS: SKYFLEET

Two flying fortresses seen in previous Panzer epics return in an all-new configuration as Azel and his airborne steed prepare for another vicious boss encounter. Take down the two mini-fortresses then blast hell out of the mothership!





WATERWORLD

The last stage of Disc One sees you hovering over a settlement built on the waves themselves. The quality of the visuals here is just amazing. Not only is the water realistically translucent, the settlements themselves are just amazing. The energy pylons dotted around the map slowly build up power, resulting in a stunning discharge into the skies that ionises the air around each them. Incredible. After another series of battle drills, it seems that the aim here is to activate some kind of energy matrix in the map's centre. The look of other buildings gives you a clue as to how you should achieve this. When it's done you're warped into the skies where battle begins anew!





The enemies faced at the WaterWorld pose some interesting problems. Some of them can even fire electro-bolts that can temporarily stun your dragoon!













THE FIRST SETTLEMENT

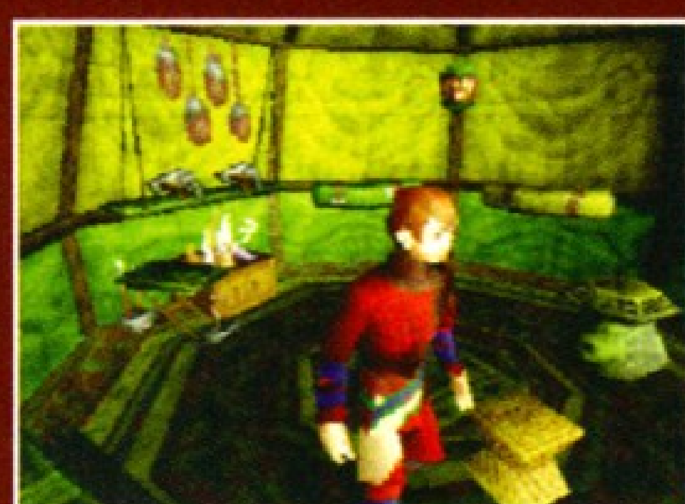
You might have had a bit of practise controlling Azel as opposed to his dragoon pal, but after taking down the cave creature you get your first taste of RPG action, as check out the desert settlement. Every tent can be checked out, you can talk to the locales and you can even spend those hard-earned Dyne (the Panzer currency) on getting stocked up for the coming journey... This place is also where you get clued up about the next phase of your journey.





The first settlement you chance upon is a caravan of tents and er... caravans pitched in the middle of the desert. This is the first chance for on-foot action you get after facing the harshness of the desert bosses and it's also the first time you get to barter with the natives, buying up precious supplies and mysterious objects you can use to improve your chances of surviving the epic quest that awaits...

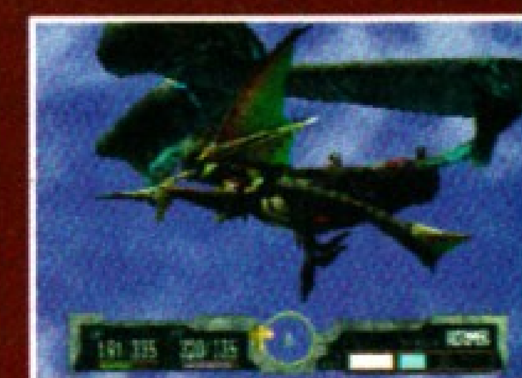




The outside areas look brilliant thanks to a lighting system that changes according to what time of day it is (no kidding), but the sheer amount of detail Andromeda have crammed into the interiors is equally amazing, perhaps even more so. Just look at these shots and swoon!

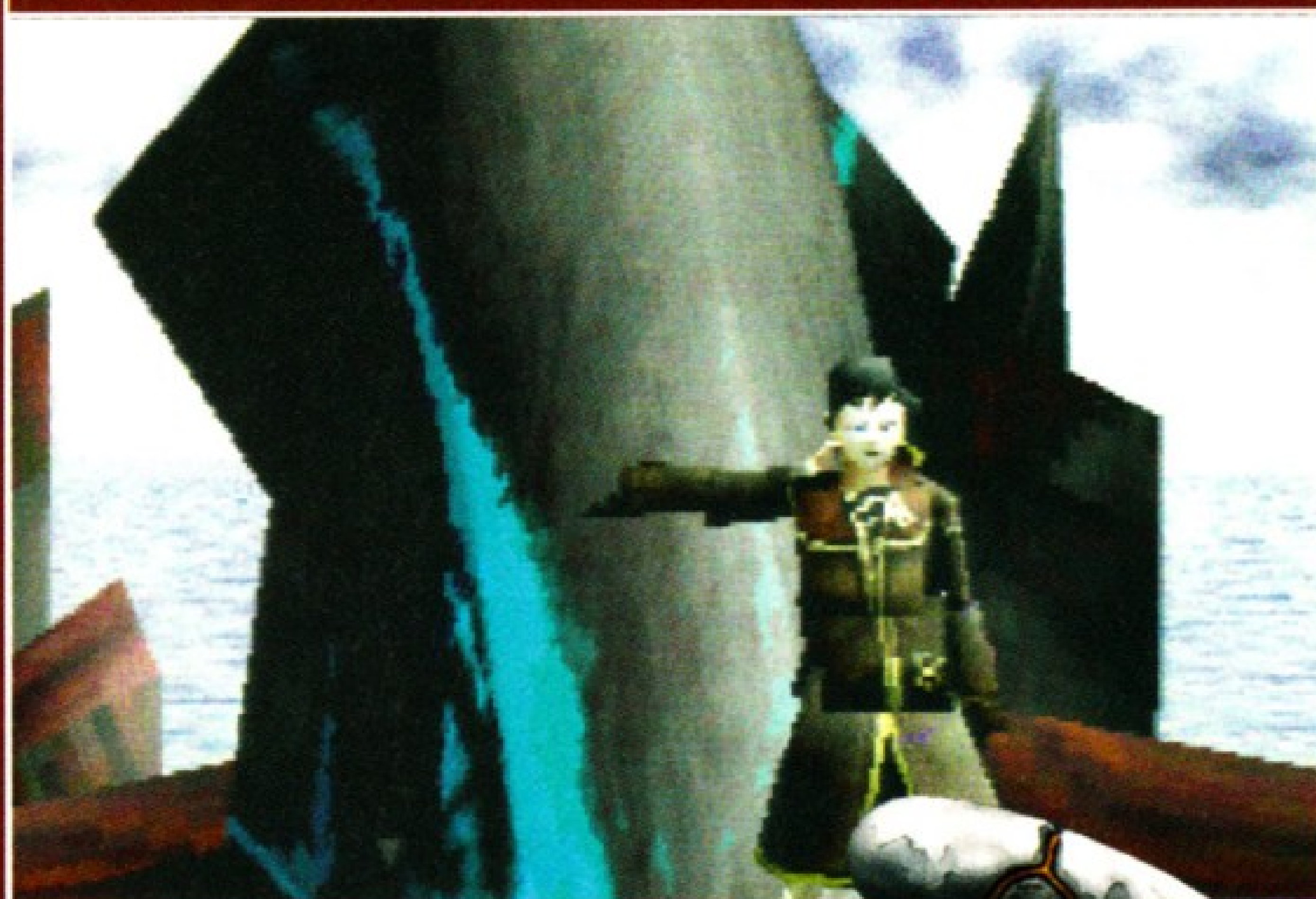
AND NOW THE CONCLUSION

The end of Disc One sees Azel exploring the gutted remains of the big fortress he's just annihilated. Unfortunately, mid-exploration he's challenged by the Dark Dragoon, who has finally caught up with him. The scene is set for the toughest challenge faced yet... how can Azel take down a more experienced warrior with a bigger and nastier dragoon steed. Answer? You need to learn tactics, out-flanking the enemy and blasting its rear!

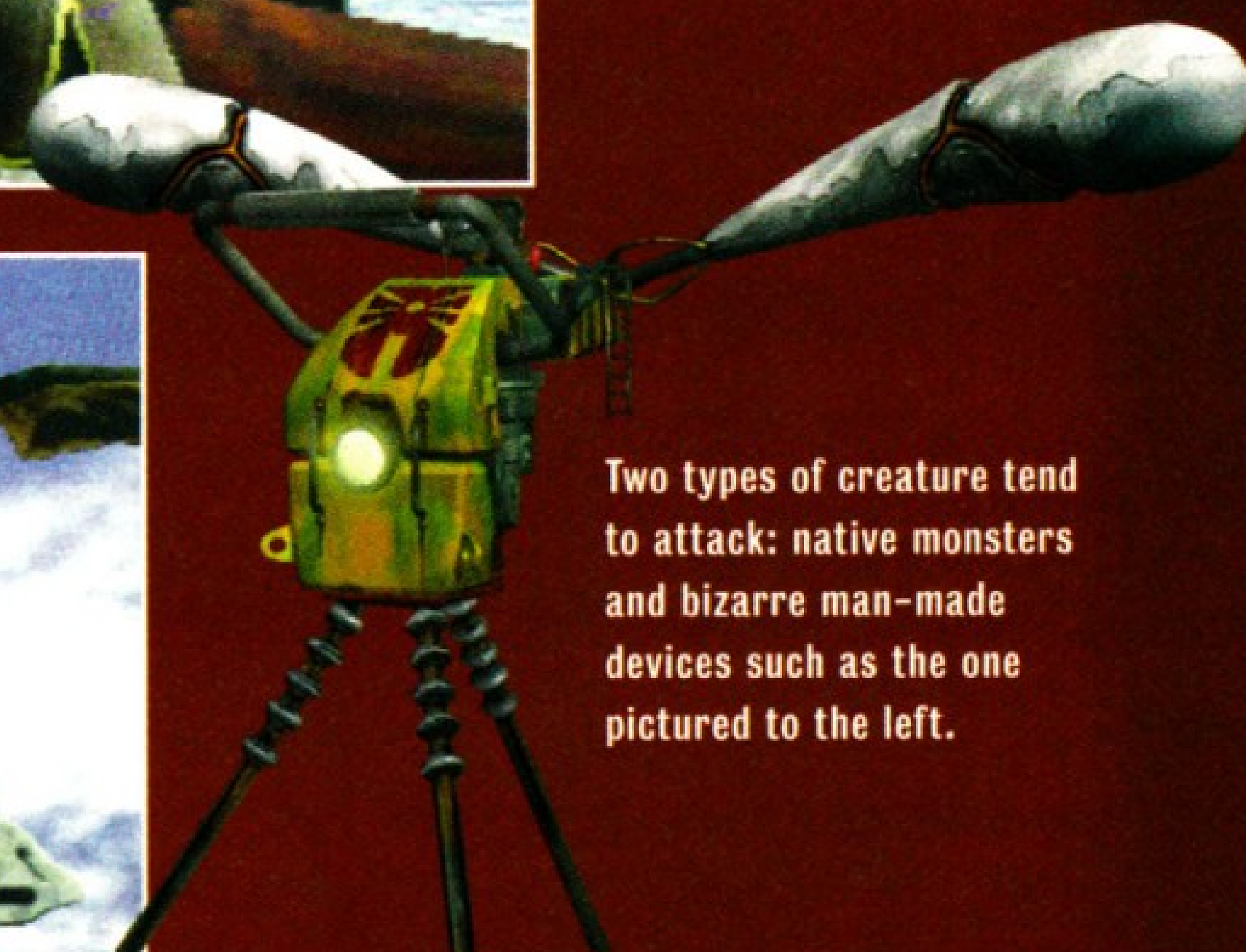




The dark rider (left) is one of the game's major recurring enemies atop your monstrous dragoon. Her berserker powers can annihilate you in seconds.







Two types of creature tend to attack: native monsters and bizarre man-made devices such as the one pictured to the left.

THEY SAY... VIDEO GAMES ROT YOUR BRAIN

WE SAY... LET'S ROT

LOOK! I'VE PLAYED VIDEO GAMES FOR YEARS AND THERE'S NUFFIN' WRONG WIF MY BRAIN. IN FACT, I RECKRONG... SPROOK... PORP... MOOP... WHAT WAS I SAYING?



FEAST YOUR BRAIN ON THE GAMES THAT WILL EAT IT! EVERY MONTH IN...

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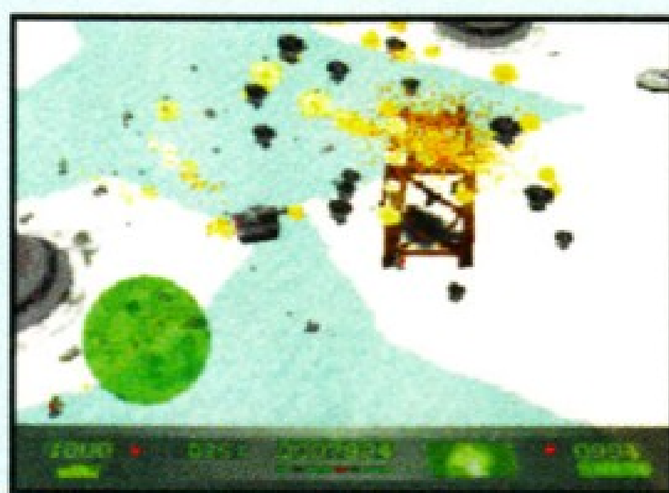
THE WORLD'S FIRST AND BEST GAMES MAG

Because you demanded it - the Top 50 Sega Saturn games available on the shelves now! The entire team have been involved in compiling, writing and checking (and indeed arguing about) this feature... So, have we got it right or have we messed up big time? Send in YOUR comments to Virtua Writer...

SEGA SATURN

TOP 50

50 MASS DESTRUCTION



Best described as Return Fire meets Soviet Strike, the unambiguously titled Mass Destruction is a technically outstanding blaster.

"Yeah, there's a loose mission structure to follow, but the meat and bones of Mass Destruction is just that - mass destruction. Running at a super-smooth 60 fps and featuring some of the most incredible pyrotechnics we've ever seen, it's just a shame they missed out the all-important two-player mode." - Lee Nutter



49 KING OF FIGHTERS 95



SNK's greatest fighters from their legendary beat 'em ups mass in this one 2D battling megagame! Action-packed fighting action guaranteed!

"Capcom have virtually owned the 2D fighting genre on Saturn, but this one SNK release shows that when it comes to true hardcore fighting games, the underdog are in a class of their own. KoF 95 is probable the most lastable fighting game on the system... if you're into SNK of course." - Rich Leadbetter



48 SHINING WISDOM



The last 2D game in the Shining Force series. Explore a fantasy realm and undertake a quest to save your homeland from destruction.

"Sega have always produced quality RPGs and Sonic Software Planning's epic is no exception. While the visuals may look pretty basic, Shining Wisdom's playability and grand scale are second-to-none. There are literally hundreds of characters to meet and magical spells to master. A deserved addition to the RPG fan's library." - Matt Yeo



47 ENEMY ZERO



The best attempt yet at an 'Interactive Movie', programmed by legendary Japanese nutters Warp. The 11th best selling Saturn game EVER in Japan!

"The Japanese loved it. We quite liked it as well, come to think of it, as the smooth sci-fi action and top quality rendered FMV makes for an enjoyable and deep experience, with a pretty tough challenge for all you Saturn-owning adventure fans. " - Gary Cutlack

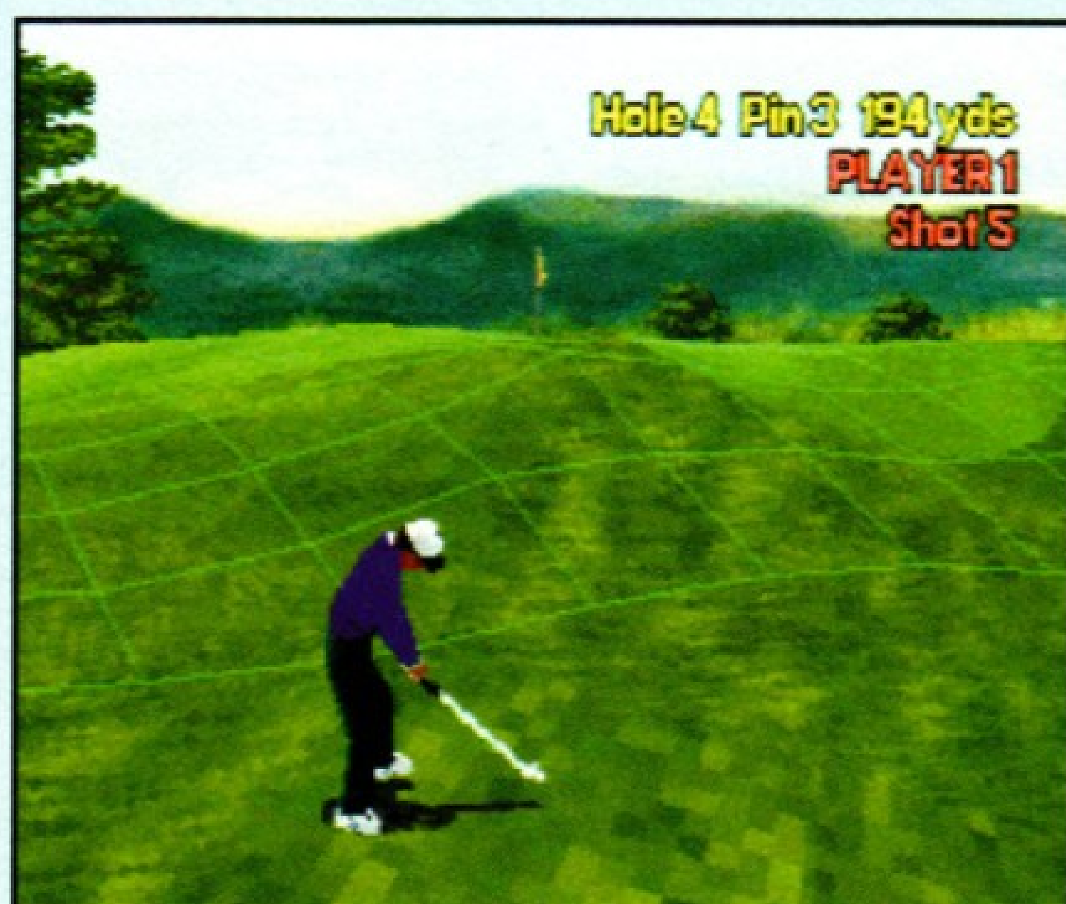


46 ACTUA GOLF



Golf - hitting a ball around a field with a stick. Sounds crap, but it actually makes for a decent videogame simulation.

"To convince your dad that games aren't just about shooting and fighting, it's essential to own a golf game. And you might as well buy a good one while you're at it - Actua Golf scored 90% for its attention to detail, smooth 3D graphics and great control. Better still, these days you can pick it up for £15!" - Gary Cutlack



45 PANDEMONIUM



Resurrecting the neglected platform genre from its 16-bit glory days, Pandemonium is the finest example of its kind on the Saturn.

"Incorporating classic 2D gameplay into a luscious 3D environment, Pandemonium is a speedy and visually astounding platformer. It also represents another kick in the teeth for PS owners, who yet again lose the exclusivity on another of their top titles." - Lee Nutter



44 ATHLETE KINGS



One of the first games to be produced for the Saturn-based ST-V arcade board, and probably one of the best, featuring gorgeously smooth hi-res visuals... It's AM3 magic!

"Tasty athletic girls in high-cut lycra gear... lovely! Of course we're only interested in the gameplay, and the button-bashing action made for an excellent sports game. It's not the biggest game ever made, but beating your personal bests presents a decent challenge that lasts ages." - Gary Cutlack

43 DARK SAVIOR

Years in the making, this adventure has the same class and style as the epochal LandStalker on Megadrive. Stunning adventuring, although RPG masters may find it too easy...



"The sheer quest in Dark Savior is one that all die-hard adventurers will savour - it's quality. I completed the Japanese import, then played it through again when it came out here. Excellent." - Rich Leadbettter

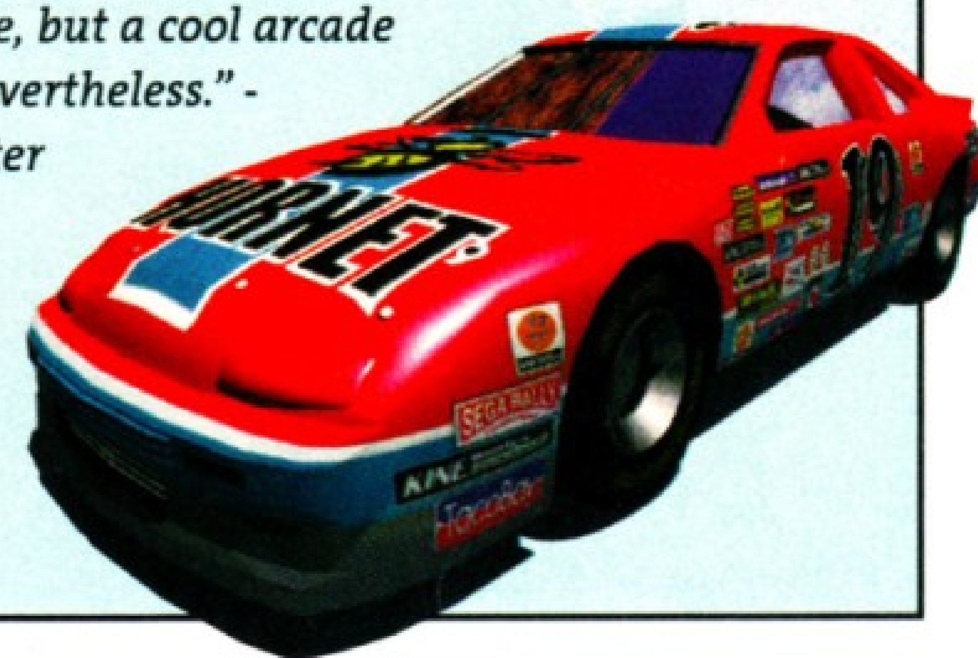


42 DAYTONA CCE



The Rally conversion team try their hand at recreating the awesome Daytona USA coin-op on the Saturn with mixed results.

"The highly anticipated update of the often maligned Daytona conversion is a mixed bag really. The myriad of improvements (two-player mode, new tracks and improved graphics) is commendable, but somehow the superlative gameplay has been lost in the conversion. It's not really Daytona anymore, but a cool arcade racer nevertheless." - Lee Nutter



41 SPACE HULK



A corridor shoot 'em up that tries to include more of a strategy element, with players responsible for positioning their troops as well as shooting.

"Do we want strategy in our shoot 'em ups? Well, if you're looking for something that's a bit tougher and durable than most games, Space Hulk's very complex levels and massive alien sprites should do the trick. But don't worry, there's still plenty of mindless blasting for you shooting fans." - Gary Cutlack



40 SOVIET STRIKE



The inevitable 32-bit update of EA's established Strike series arrives to much critical acclaim.

"Soviet Strike adheres to the same basic gameplay principles of the previous Strike games, but running on Sega's powerhouse console, everything is done far better. More weapons, FMV clips, photo-realistic landscapes and a greater variety in the missions culminate in an awesome addition to the series." - Lee Nutter



39 JONAH LOMU RUGBY



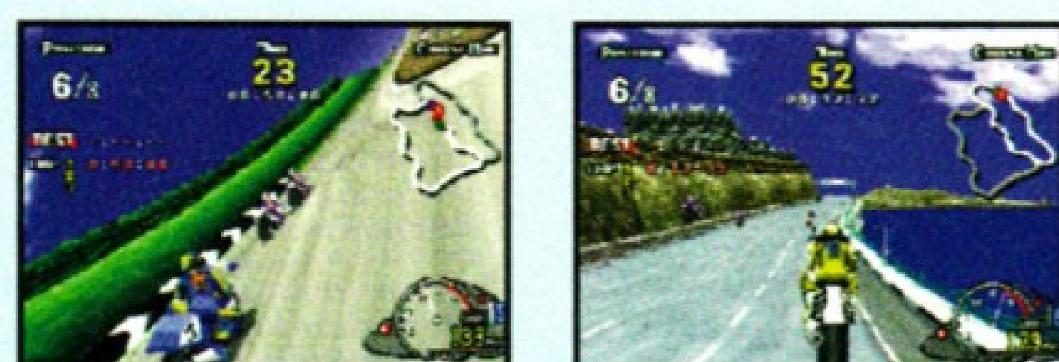
The only authentic rugby simulation on the Saturn. Codemasters' sporting star recreates the sights, sounds and smells of the big lads' game. It's a bit difficult to find in the shops, but the effort is more than worth it.

"While the world goes football crazy, Codemasters take a stab at one of the world's roughest sports. Actual team stats, spot-on gameplay and bone-crunching matches ensure Jonah's reputation (and tackle) remain intact. A welcome alternative to all those footie games." - Matt Yeo





38 MANX TT SUPERBIKE



The stunning Model 2 arcade racer was converted to the Saturn by Australian coders Tantalus, and they did a pretty good job too. But can they match the power of a true AM conversion?

"The one complaint that stops Manx TT from being much bit higher in this listing is the ridiculous number of tracks - just two. The graphics were the closest a racing game got to Sega Rally standards (at the time), and the racing action played bloody well too. Shame about the number of tracks." - Gary Cutlack



37 SATURN BOMBERMAN

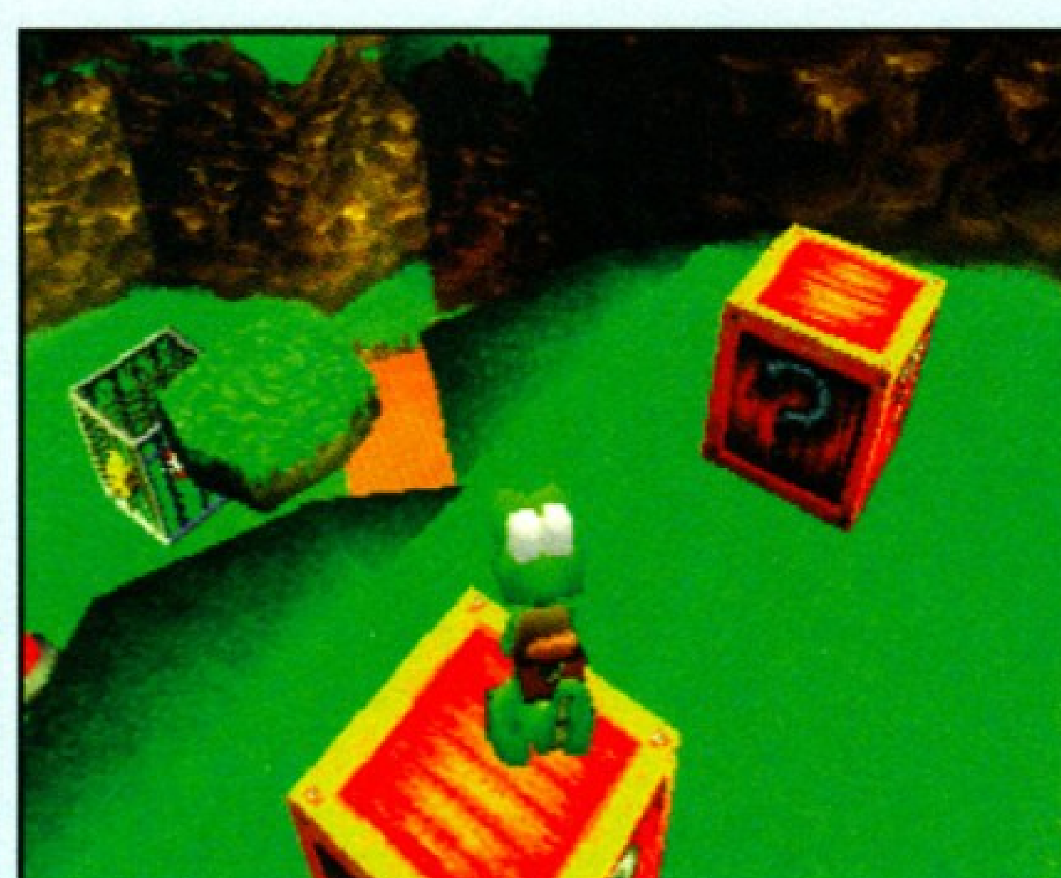


The perfect party game. Hudsonsoft's first Sega Bomberman outing offers loads of explosive fun with up to eight players trying to blow the living daylights out of each other. As Barry Norman would say: and why not?

"Bomberman's basically a hit on every system. Excellent long term playability, multiple weapons and battle arenas, multi-tap compatibility and replay value galore. Although Saturn Bomberman is let down by a weak one-player game variation, this is still an essential purchase and a great party game." - Matt Yeo



36 CROC

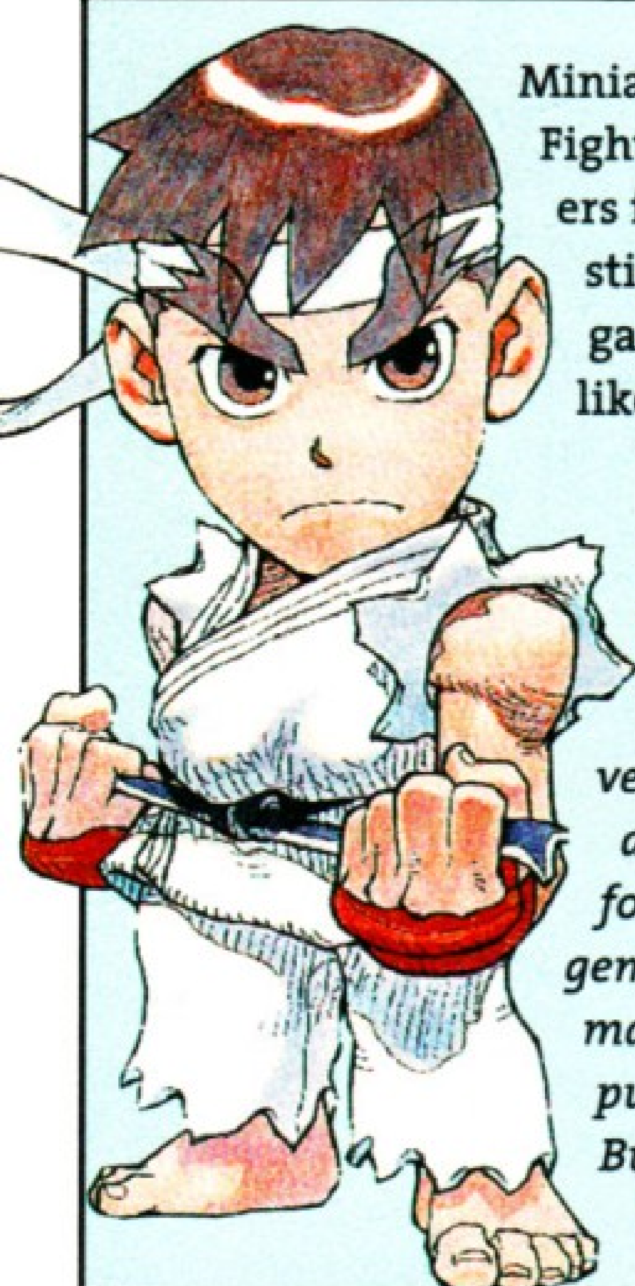




Take on the evil Baron Dante in this multi-level, 3D platformer. Croc is set to be a big star and his first outing is a real hoot!

"Owing a big thanks to Mario 64, Croc's adventures are perfectly pitched at both young and old players alike. Huge stages, tricky platforming action and hilarious bosses await intrepid players. Not an amazing Saturn game, but certainly in a league of its own." - Matt Yeo

35 SUPER PUZZLE FIGHTER II TURBO



Miniaturising their cool Street Fighting characters (and others from DarkStalkers) and sticking them in a puzzle game make Capcom sound like they've gone mad...

"Fortunately Capcom's masterful coding skills ensured that another gameplay classic emerged. Super-cute versions of Ryu, Chun Li and the gang battle it out for 2D supremacy, and the gem-dropping gameplay makes for one of the best puzzle games this side of Buckaroo and Connect 4." - Gary Cutlack



34 BAKU BAKU ANIMAL



Not just another Tetris clone, as Sega's cutesy Baku Baku Animal is arguably the finest example of the puzzle game genre.

"I hate this game. Buying it was the worst mistake I've ever made. Baku Baku has single-handedly ruined my sex life. My girlfriend loves it, more than she loves me if truth be known. Bitch. No, just kidding, honest." - Lee Nutter



33 BUST-A-MOVE 3



Another great puzzle game. Converted from the classic Taito arcade series, this one sees cute cartoon characters shooting coloured bubbles all over the place... Intriguing...

"Puzzle games are fun, aren't they? The graphics are always colourful and nice, and most contain simple gameplay that even your mum could understand. Bust-a-Move 3 would be especially popular with your mum because it's great fun, and contains one of the best head-to-head two-player games there is. Cool." - Gary Cutlack



32 FIGHTING VIPERS

Tossing aside the realism of VF2, Sega's pseudo-sequel takes a more fantastical approach to the beat 'em up genre.

"Adding weapons, barriers and armour to the established VF formula, AM2's incredible Fighting Vipers conversion is a speedier and more brutal beat 'em up than the more graceful VF series. Add to this the fact that as a conversion it's virtually indistinguishable from the arcade, and we're left with yet another top Saturn beat 'em up. Ooh and you can watch AM2 play it too!" - Lee Nutter



31 SEGA AGES



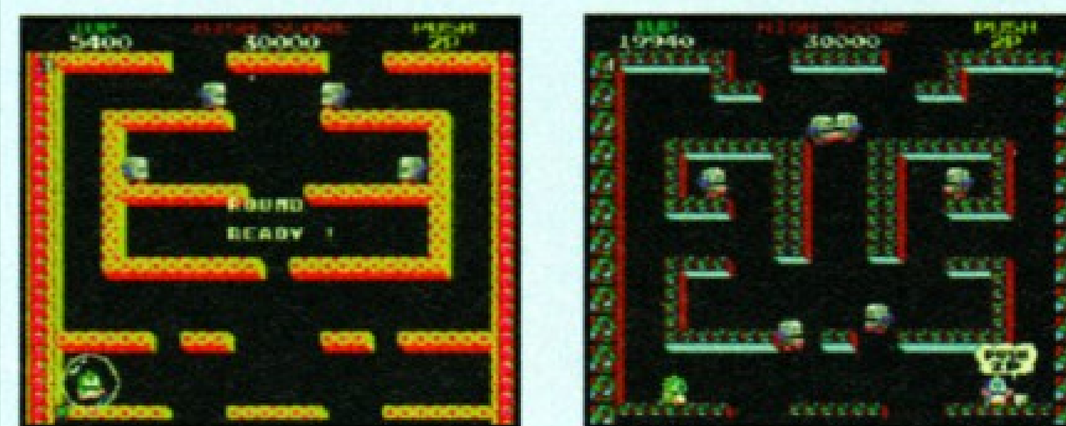
Evergreen AM2's arcade classics of the eighties: Space Harrier, Afterburner and OutRun are gathered in one outstanding retro compilation.

"Sega's graphics technology, coupled with AM2's gameplay prowess, have led the arcade field for over a decade. These games (although aged) are still great fun - and OutRun in particular still ranks as one of the greats of the racing genre." - Rich Leadbetter





30 BUBBLE BOBBLE/ RAINBOW ISLANDS



Two epoch-making Taito platform games arrive on Saturn. The graphics might be crap, but the gameplay is golden.

"Bubble Bobble's cool, but the real star of the show is Rainbow Islands. It might not be quite arcade perfect, but the depth of this game is astounding (there's more to it than Mario 64). Couple that with perfect gameplay and I can't recommend this enough." - Rich Leadbetter



29 LAST BRONX





Big men, little girls, bulging weapons - sounds like a dodgy porn flick. But it isn't, it's the awesome Last Bronx.

"The highly anticipated conversion of AM3's first fighting foray certainly doesn't disappoint. Excellent hi-res visuals, 60 fps update and unequivocally violent gameplay culminates in one of the best 3D beat 'em ups to grace the Saturn to date." - Lee Nutter

28 WIPEOUT 2097

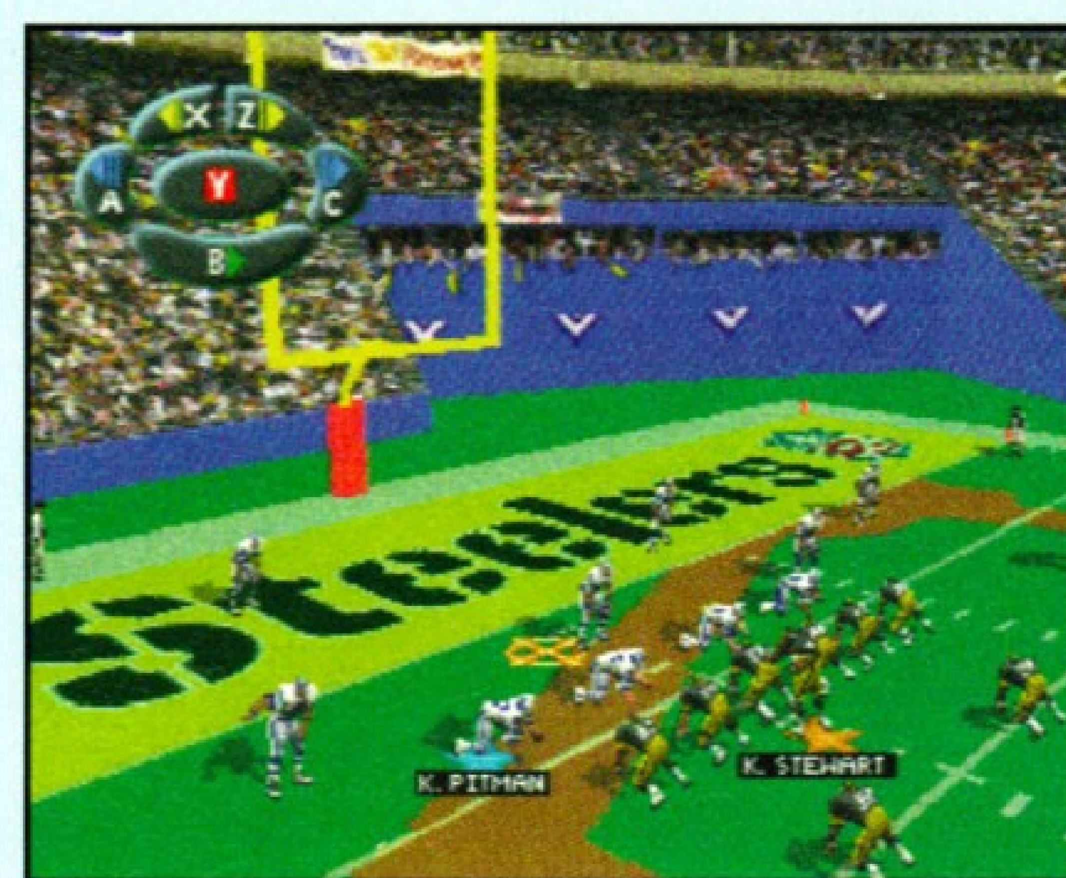


A speedy racing game that was one of the few reasons to consider buying a PlayStation... until it was converted (rather well too) to the Saturn!

"Cool futuristic racing, with eight tracks to race around. The hover-cars handle really well, and the extra-colourful courses all look fantastic in this Saturn conversion. Some of the special effects from the PlayStation version are missing, but who cares? It plays brilliantly and that's what counts." - Gary Cutlack



27 JOHN MADDEN 98

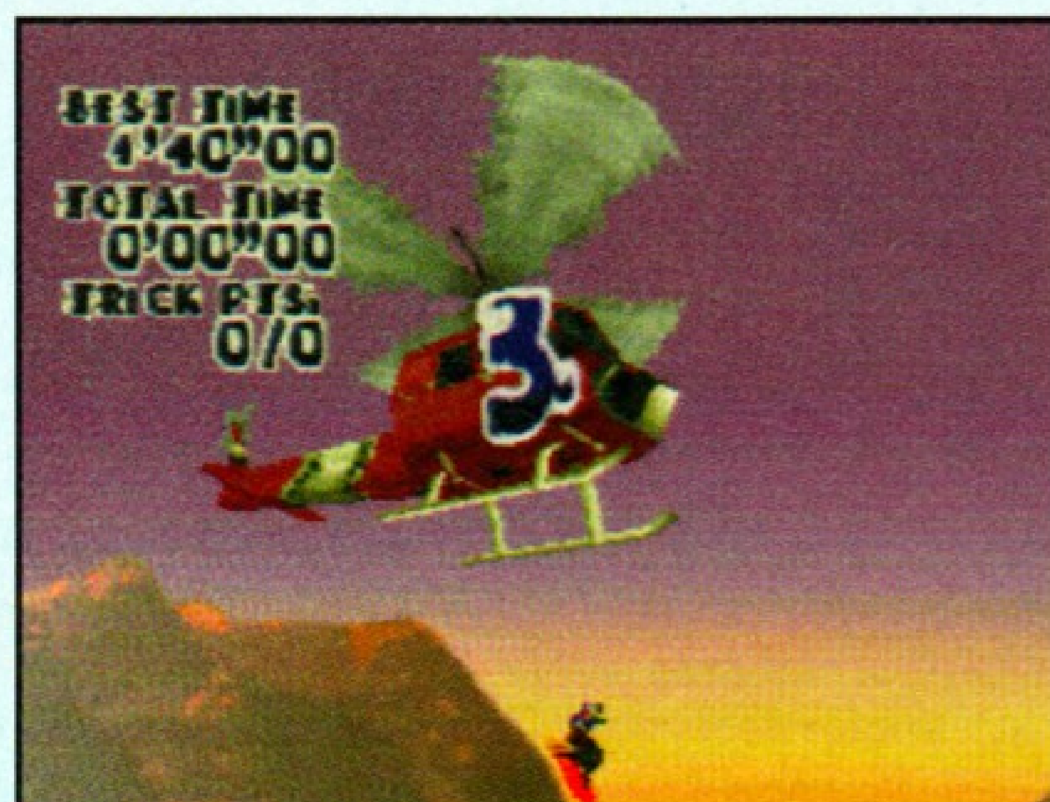


It was compulsory for every Megadrive owner to have at least one Madden game, and the legendary US football series continued on the Saturn - just about the only EA Sports title to continue the quality in the move to 32-bit..

"And it continued with style. One of the best multi-player games that consenting adults can enjoy, this '98 update is faster, smoother and tougher than ever before. This year's players and stats, and the ability to build your own team from scratch make Madden '98 the best yet." - Gary Cutlack



26 STEEP SLOPE SLIDERS



The first Saturn snowboarding game to hit the UK and it's a blast! 17 characters, six challenging courses and hundreds of cool tricks.

"Steep Slope Sliders is an amazing game that faithfully recreates the world's most popular winter sport with incredible detail and much playability. Play the game as a straight forward racer and beat the clock or pull off blazing stunts to rack up massive scores. If you've never been snowboarding before, Steep Slope Sliders is the perfect downhill trainer." - Matt Yeo




25 WARCRAFT 2

Electronic Arts attempt to grab a slice of the lucrative Command and Conquer action more than makes up for the absence of Red Alert.

"Taking a mediaeval slant on the strategy based C&C formula, EA's Warcraft II plays virtually identically to Westwood Studios classic. With over 52 huge missions to complete and the Beyond the Portal expansion pack, this is awesome stuff and well up there with C&C." - Lee Nutter






24 SONIC JAM





Dubbed as "the ultimate retro pack" in issue #22 of SSM, Sonic Jam shows the Sonic Team at their very best.

"The Megadrive Sonic series was the main reason that many people (myself included) first got into games. Putting all four games on one disc was a masterstroke for the Sonic Team, and with the mind-blowing Sonic World - this is an essential slice of the retro cake." - Lee Nutter

23 X-MEN: CHILDREN OF THE ATOM



Cyclops, Wolverine, Juggernaut and pals battle it out in one of the most outrageous 2D fighting games ever conceived.



"Before X-Men: COTA no-one knew the potential of the Saturn's 2D capabilities. X-Men showed the world that no machine can match the Saturn. When it appeared, work at EMAP stopped completely and many happy hours were spent pummelling CVG's Tom Guise (and others) into pulp as he squealed like a stinking pig... but I digress..." - Rich Leadbetter



22 DAYTONA USA



The first conversion of AM2's classic coin-op and arguably one of the finest racers on the Saturn.

"Yeah, the graphics are looking a bit crap now and the PAL conversion is quite poor. But the fact remains that AM2's Daytona conversion looks, sounds, feels and plays just like the coin-op, not something we could say about the more recent conversion." - Lee Nutter



21 GUARDIAN HEROES



Platform kings Treasure combine classic RPG elements with some hard-hitting, side-scrolling beat 'em up action. Explore mysticals land inhabited by fair maidens and bizarre monsters.

"Only rivalling Capcom in terms of 2D mastery, Treasure's epic adventure is an innovative and challenging game. The fact that Guardian Heroes manages to breath new life into the stale scrolling beat 'em up genre can't be a bad thing either. A truly ace game." - Matt Yeo



20 NIGHT WARRIORS





A classic 2D beat 'em up featuring a gaggle of truly gruesome creatures. Capcom's creature feature is also the first sequel to the demonic DarkStalkers.

"What other game lets you beat the crap out of vampires, a werewolf and even Frankenstein's monster? Amazing cartoon animation, completely over-the-top moves and Capcom's trademark quality gameplay make this a must-have title. Unique amonst beat 'em ups" - Matt Yeo



19 QUAKE



The impossible has been made real with Lobotomy's translation of id software's graphically amazing PC shooting game.

"Quake on PC is my all-time favourite videogame. There may be no DeathMatch (so Tom Guise aka TipDrinker gets off lightly this time) but Lobotomy's tweaks to the single-player game have made it a highly entertaining, challenging experience. And graphically speaking, this translation is untouchable." - Rich Leadbetter



18 SHINING THE HOLY ARK

It's a new Shining game on the Saturn from Team Sonic. It's 3D and it's quality. Enough said.

"I didn't want to review this because it started out so dull. Regardless I battled through the early stages and discovered what ranks as one of the single most compelling RPGs I've ever played. I've happy memories of this title - I love it loads and can't wait for Shining Force 3." - Rich Leadbetter





17 SONIC R



Designed by the legendary Sonic Team and programmed by British developer Travellers Tales, the first Sonic title to be programmed specifically for the Saturn is a joy to behold.

"Clearly the focal point of Sonic R is the mind-blowing graphics, with some jaw-dropping visuals and special effects rivalling those of Mario Kart 64. But rather than being just a graphical showcase for the Saturn, Sonic R is an awesome game to play. There's a massive exploration element to it, secret routes to discover, hidden items to find and... well, let's just say that this is fine Saturn gaming." - Lee Nutter



16 PANZER DRAGOON ZWEI



A brilliant blasting game, this game features astounding 3D effects that no Saturn or indeed PlayStation title has managed to match. And despite being easy to complete, there's tons of lastability in it too.

"We all knew that this one was going to be awesome, but when we first sat down and played the finished article, Panzer Zwei was like a gift from the gods. The graphics redefined our expectations of what the Saturn was capable of - suddenly anything was possible. The different routes, morphing dragon and vast amounts of hidden stuff add immensely to the appeal." - Rich Leadbetter



15 COMMAND AND CONQUER



PC games don't convert well to consoles - most are way too complicated to appeal to us. So how did Command & Conquer score 94% in issue #15? Well, it's a great game, that's why.

"Beneath the bland exterior beats the heart of a warrior. A warrior of gameplay, because manoeuvring your troops around the battlefield, building bases and attacking the enemy is simple to pick up, and the controls work perfectly. It even comes on two CD's, each with different areas and scenarios for the two sides in the conflict. A very big game." - Gary Cutlack



14 SEGA WORLDWIDE SOCCER '98

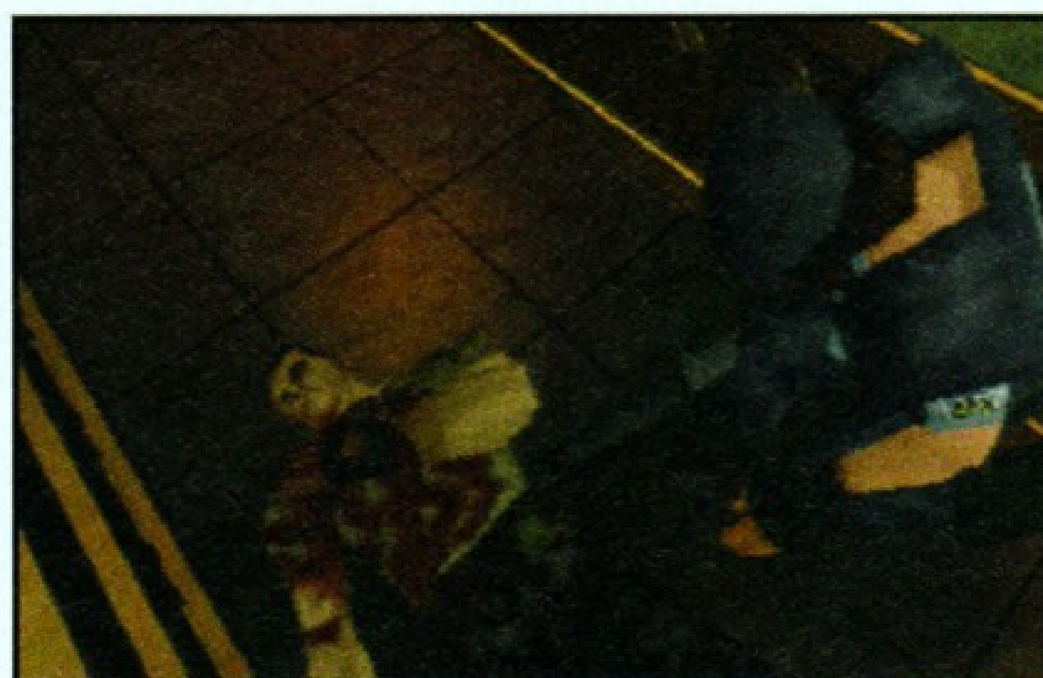


Raising a swift index finger to the established FIFA and Actua brands, Sega Worldwide Soccer '98 out-quaffs them in every conceivable way, being the best footy sim around.

"The arrival of Sega Worldwide Soccer '97 heralded a new standard in the footy sim genre, but the crap 'keeper AI and lack of Premiership sides was a real drawback. SWWS '98 redresses these criticisms whilst retaining the graphical finesse and rampant playability of the prequel. If you don't own the prequel, this is the only soccer game worth bothering with." - Lee Nutter



13 RESIDENT EVIL

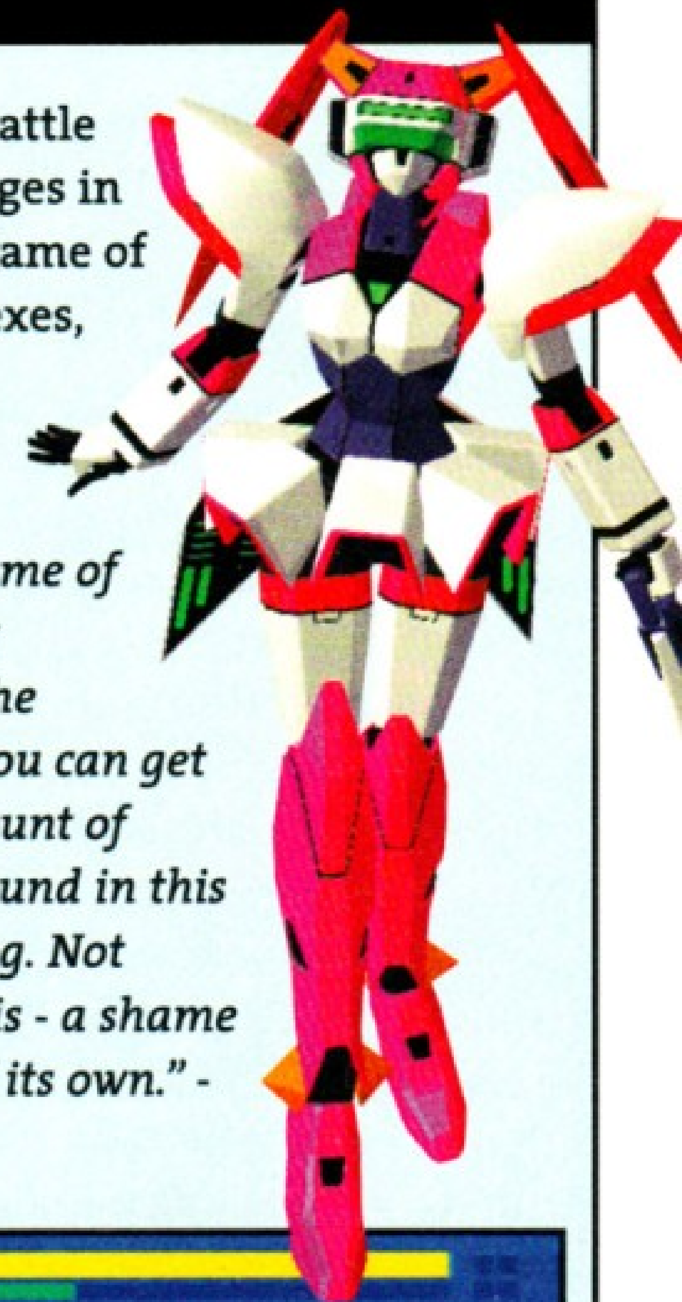


Genuinely frightening action adventure in which the sole purpose is to survive. Roam freely throughout the secluded mansion, mercilessly slaughtering the undead and solving the diverse range of puzzles. Awesome!



"For Capcom's first foray into the realms of 3D, Resident Evil is an exceptional achievement. The shit-scary scenario, non-linear gameplay and tense atmosphere offers players an experience they'll never dare to forget. Blasting the head clean off a zombie as a fountain of blood erupts from between its shoulders is quite simply the most satisfying moment in videogames history. Hugely ace stuff!" - Lee Nutter

12 VIRTUAL ON



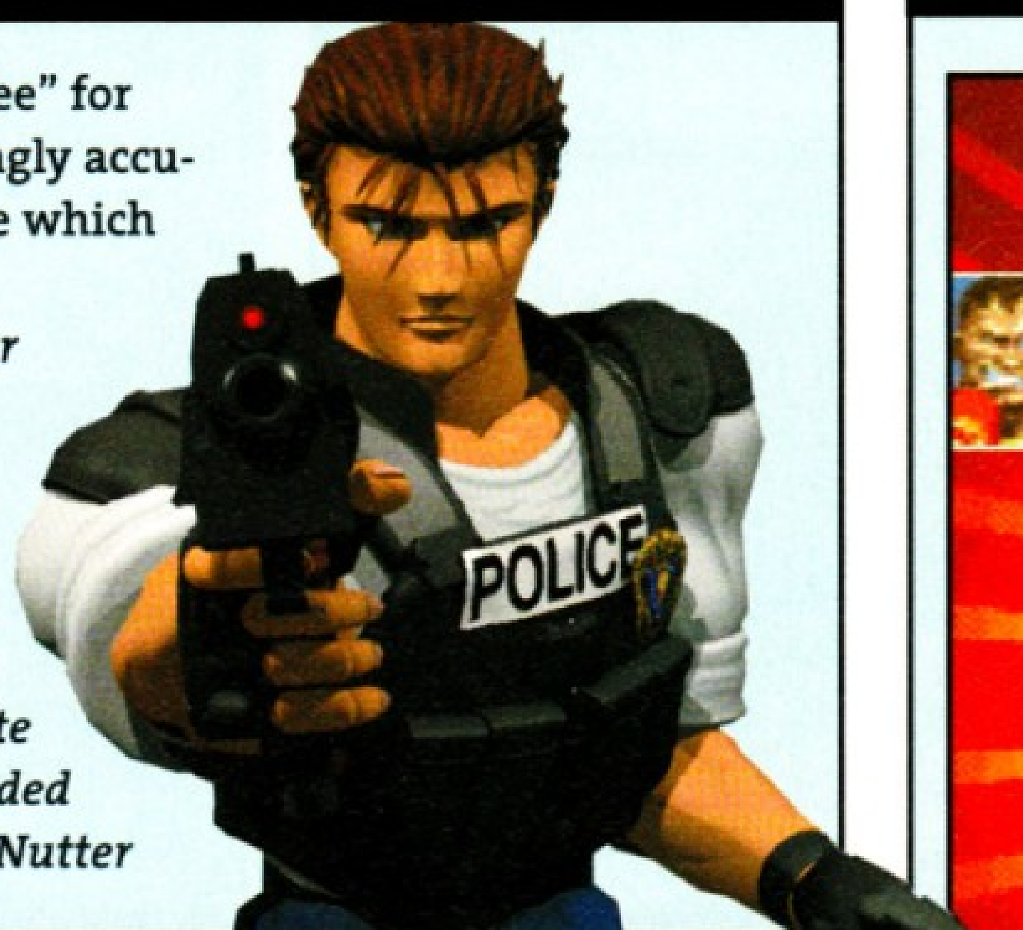
Eight different robots battle it out over different stages in AM3's robot battler. A game of strategy as well as reflexes, this is one of the best two-player games on Saturn.

"Virtual On is a game of strategy - of brains over brawn. It's also one of the best one-on-one titles you can get for the Saturn. The amount of strategies and tactics found in this game is frankly amazing. Not many people bought this - a shame because it's in a class of its own." - Rich Leadbetter



11 VIRTUA COP

The first of the much vaunted "Big Three" for Christmas '95, Virtua Cop is a staggeringly accurate conversion of the AM2 masterpiece which simply must be owned.



"After the appalling Lethal Enforcer games, Virtua Cop breathed fresh air into the dying genre. Using polygon-sensitive graphics as opposed to the dreadful FMV, players could reenact their favourite Tarantino shoot-outs in a socially acceptable way. It's an absolute classic, though has been largely superseded by its mightily impressive sequel." - Lee Nutter



10 STREET FIGHTER COLLECTION



The ultimate 2D beat 'em up collection! Capcom's finest titles meet head-on in a two disc extravaganza. Play the original arcade perfect Street Fighter II, Street Fighter II Turbo and an updated version of Street Fighter Alpha 2.

"If you're a hardcore Street Fighter fan then Virgin's retro beat 'em up compilation is a must-have item. The game that made Capcom the giant it is today is still the classic it always was and its inclusion here shows just how far the series has come over the years. This collection is still worth buying if you already own Street Fighter Alpha 2, although both Street Fighter II and Turbo are really starting to look dated." - Matt Yeo



09 TOMB RAIDER



Arguably the best game of 1996, Core's multi-format platform adventure became a massive success, thanks in no small part to the gravity-defying chest of a certain Miss Croft.

"From virtually every perspective, it's damn near impossible to find fault with Core's first real hit. This game is big - like really big. Split into 15 differently themed levels, each feature enormous 3D environments, comparable in sheer scale to those of Mario 64. The gameplay is no slouch either, with a vast array of puzzles to solve, tasks to perform and endangered wildlife to kill. But the real star of the show is of course, Lara Croft. With a versatile array of superbly animated acrobatic manoeuvres at her disposal, Lara certainly has great things in front of her (sigh). Unfortunately not on any Sega machine." - Lee Nutter

08 EXHUMED



Lobotomy's initial adventure was unfairly dubbed "Doom in Egypt". In truth it's one of the deepest, action-packed, adventures money can buy. One of the most criminally under-rated games of all-time.

"It took the whining and moaning of our own "Manual" Daniel Jevons to convince me to take this game seriously. When I started playing - and playing it properly - I realised that this adventure is a work of genius. SSM got behind Lobotomy in a big way and our prayers for them to convert Duke Nukem and Quake were answered. It's also extremely cheap at £20 in most shops, so there's no excuse not to own this classic." - Rich Leadbetter



07 MARVEL SUPER HEROES



The game they said couldn't be done. Capcom's most ambitious 2D fighting games arrives on the Saturn replete all the awesome visuals and playability that you could hope for. Senses-shattering!

"We got arcade MSH in the office at about the same time that the finished Saturn X-Men appeared. I remember comparing the two and thinking, 'no-way will this ever come to the Sega machine'. Whilst the conversion isn't perfect, it's incredible in every way that matters. The rich visuals are beyond compare, but it's the combo system that really makes this game. And Doctor Doom is ace." - Rich Leadbetter



06 VIRTUA COP 2



Following the unprecedented success of the seminal Virtua Cop conversion, AM2 reaffirmed their position as the greatest coders of Sega's machine with the stunning sequel. Time Crisis? HA!

"The most important thing to mention about Virtua Cop 2 is that it is huge - approximately twice the size of its predecessor in fact. Each of the three levels feature multiple routes about half way through, making the sequel a less linear affair than VC1. Each of these levels are densely packed with destructible scenery and of course, hod-loads of bad guys. There's also some stunning set-pieces in there - the car chase sequence in particular stands out in my mind. Yeah, it might not be as close a conversion as the less ambitious VC1, but AM2 have pulled off a miracle in getting the Saturn to emulate the Model 2 coin-op so well. Everyone must own this game." - Lee Nutter





05 FIGHTERS MEGAMIX



AM2's greatest creations clash in a 3D beat 'em up of unparalleled proportions! Virtua Fighters meet Fighting Vipers for some hard-hitting 3D beat 'em up shenanigans. If you want speed and action, get this!

"The Saturn is blessed with a number of awesome 3D beat 'em ups, but Fighters MegaMix is something else. A staggering 32 characters, Vipers armour-breakers, VF3 moves, enclosed arenas and secrets galore make this a premier Saturn title. Even if you own both Virtua Fighter and Fighting Vipers, there are still plenty of new features and playable faces to get to grips with. Loads of depth and playability make Fighters MegaMix one game you can't live without!" - Matt Yeo





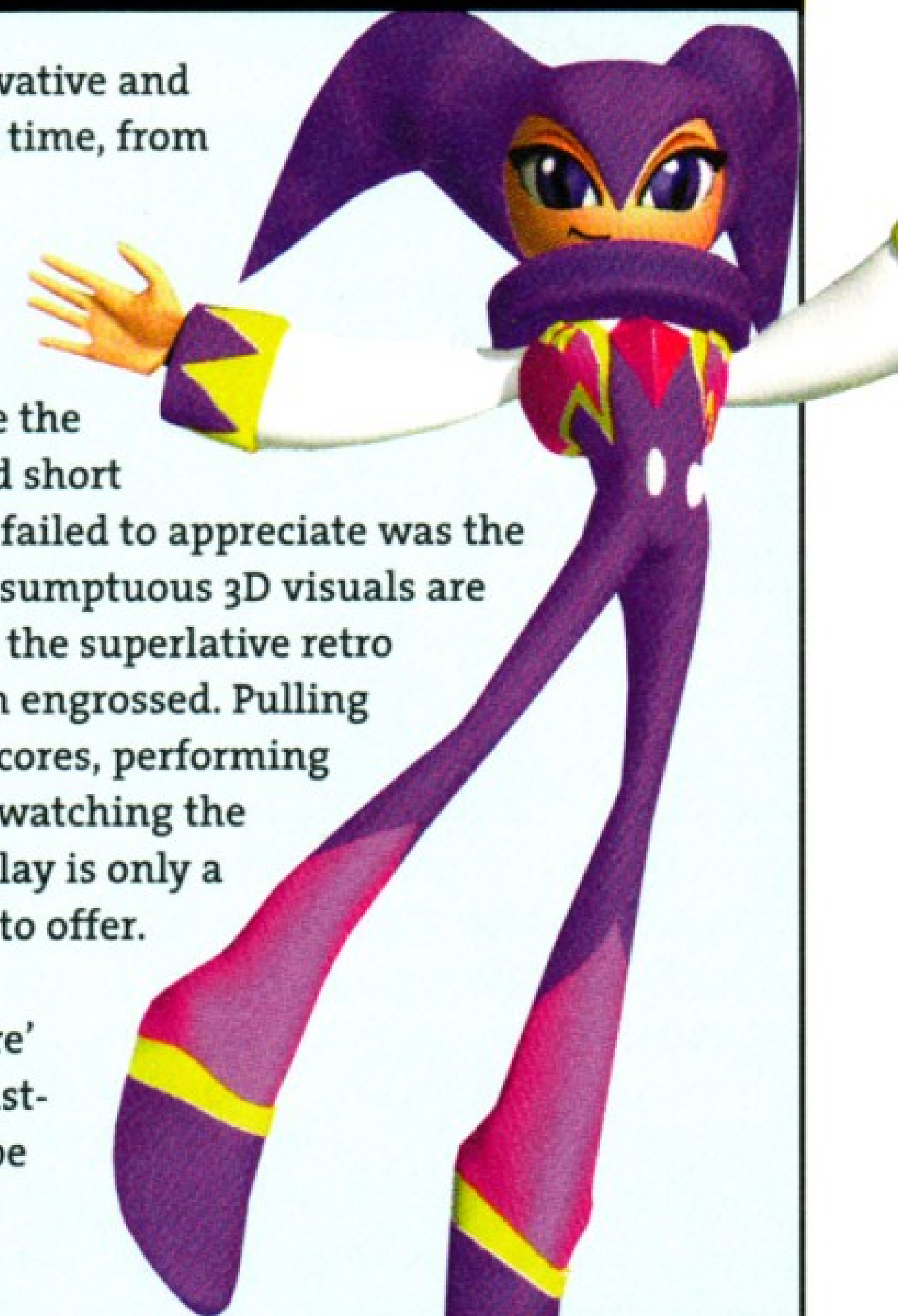
04 DUKE NUKEM 3D



One of the most action-packed, politically incorrect 3D blasting games imaginable. Lobotomy promised us an excellent translation but the final product defies belief. The best game released this year. "The speed and the action contained in Saturn Duke Nukem just blew me away. Couple the playability with Lobotomy's incredible 3D engine and you have a game that's just as cool as the PC game - and sometimes superior. And it hoses down the PlayStation game. Completely. I honestly don't think I've played a game quite as satisfying as Saturn Duke for ages, but on the higher difficulty levels the sense of carnage you get is almost intoxicating. Awesome!" - Rich Leadbetter



03 NiGHTS



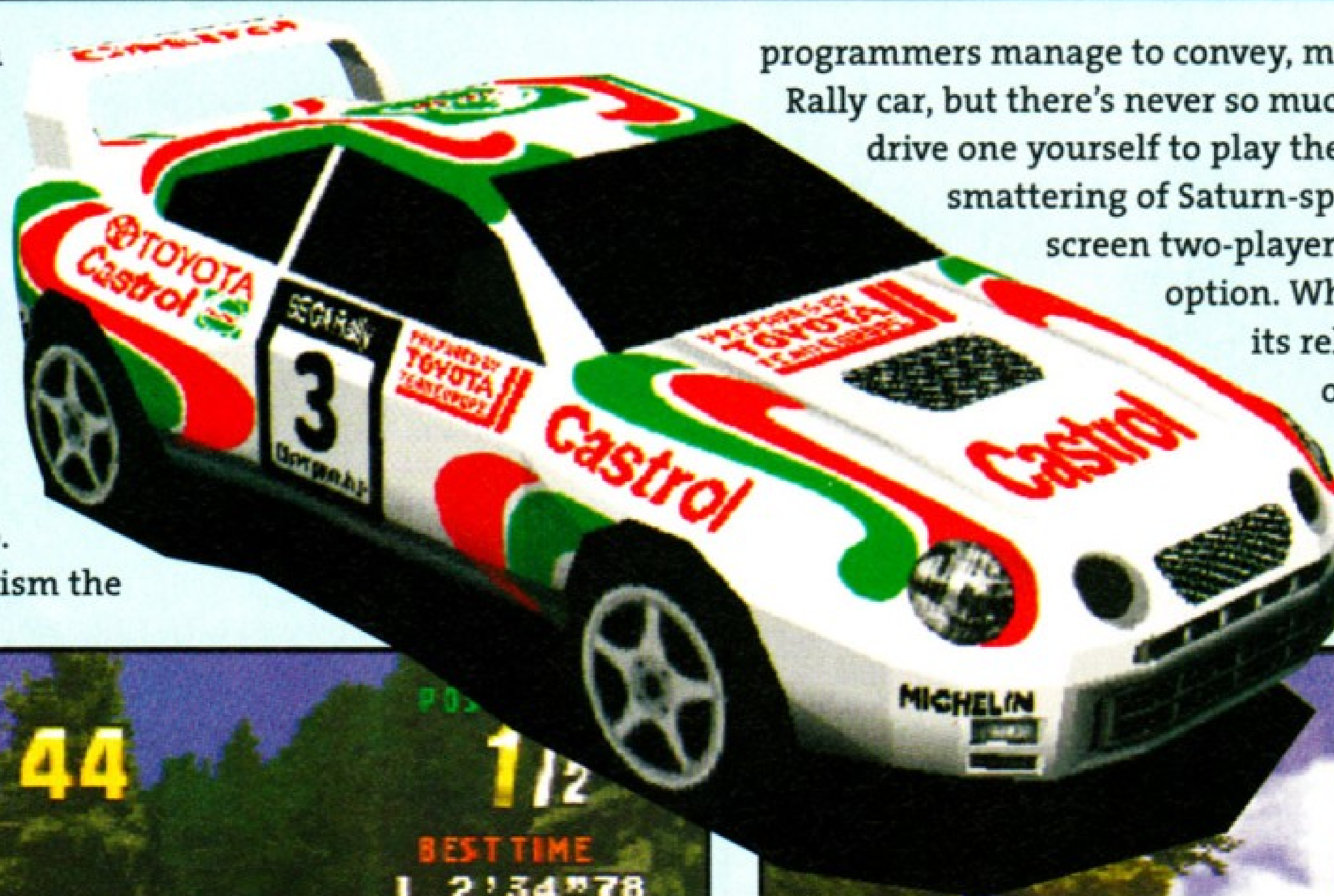
Quite simply the most unique, innovative and beautifully crafted videogame of all time, from the crack development team that brought you Sonic the Hedgehog and the explosive Burning Rangers (coming soon!).

"Whilst many were quick to criticise the Sonic Team's creation for being a tad short and easy, what they consummately failed to appreciate was the true nature of the game. Whilst the sumptuous 3D visuals are enough to draw most gamers in, it's the superlative retro style of gameplay which keeps them engrossed. Pulling off massive links, racking up huge scores, performing a diverse range of aerial stunts and watching the artificial life system evolve as you play is only a miniscule part of what NiGHTS has to offer. Admittedly, the game concept may appear bizarre at first and 'immature' even, but NiGHTS is a unique and lasting experience which simply must be owned by everyone who is serious about games." - Lee Nutter





02 SEGA RALLY



Since its release in early 1996, Sega Rally has gone on to become the best-selling Saturn game ever and the benchmark by which all other racers are judged. And rightly so, in SSM's opinion.

"It's difficult to pin-point exactly why Sega Rally is such an incredible game. Maybe it's because it's such a flawless conversion of the twenty-times as expensive coin-op. Maybe it's the feeling of gritty realism the programmers manage to convey, making you think you're actually driving a Rally car, but there's never so much realism that you'd have to know how to drive one yourself to play the game properly. Or could it be the decent smattering of Saturn-specific modes, from the awesome split-screen two-player mode, to the ghost mode and custom car option. Who knows? The point is, two years on from its release and Sega Rally is still the best racer on any console bar none. Whilst other racers may boast superior graphics (and only just), none have surpassed Rally in terms of sheer playability. It's a classic videogame of our time." - Lee Nutter





01 VIRTUA FIGHTER 2

Virtua Fighter 2 remains the Saturn's finest hour, bearing all the hallmarks of greatness that the Saturn stands for. For starters, it's an AM2 arcade conversion - quite possibly their best to date. The Saturn's high resolution mode is used to create the most life-like fighters yet seen on the system, and the super-smooth 60 frames per second movement is uncannily realistic. But for all its technical accomplishments, the real joy with this game is its playability. Each of the characters battles away with REAL fighting techniques, they move and react just like real fighters would. And the possibilities with the 2,000 moves in the game make it virtually limitless in terms of lastability. When this arrived in coin-op form, it was such a step forward that arcade-goers across the globe took notice. And the Saturn version, bar small graphical compromises, is identical. A mammoth achievement - still. "I remember seeing the first demo of VF2 in motion on the Saturn. You couldn't play it - you could only watch as two CPU-controlled opponents slugged it out. But I was spellbound. Months earlier we'd seen the Saturn seemingly having difficulties replicating VF1, which had no texture mapping and half the frame rate. To see VF2 on the Saturn with all the techniques, characters AND in hi-res was a revelation. Plain and simple. But technical issues aside, VF2 is more than a game, it is an art. On a trip to Japan, my old MAXIMUM colleague Gary Harrod brought back videos of expert VF2 players getting to grips with Akira and Jeffry (my favourite fighter and his, respectively). What I saw on this video was light years ahead of my own skills. Watching these Japanese masters playing VF2 was like watching an entirely different game to the one I was playing. It was another revelation. These guys had taken VF2's precision controls and stunning physics to awesome effect, with combos and techniques I would spend the next few months attempting to emulate. It's this huge lastability that makes VF2 superior to MegaMix in my eyes. True, MegaMix has more characters, but it lacks the precision gameplay and thus the aspiration for true mastery that VF2 has. And that's why I think it's the best Saturn game money can buy." - Rich Leadbetter



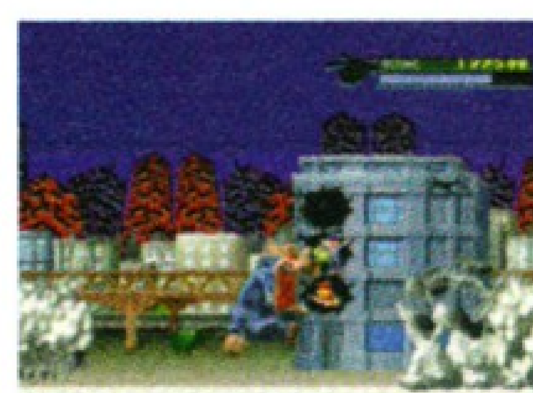
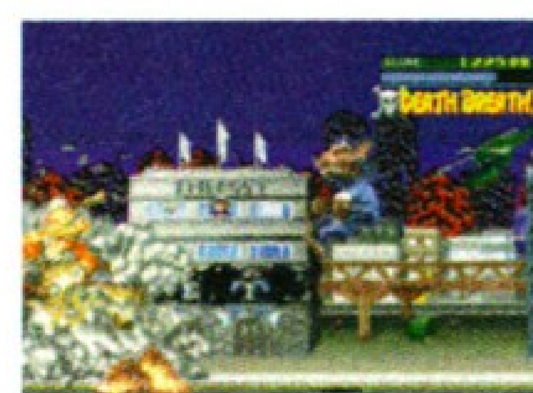


BY	GT INTERACTIVE
RELEASE	JANUARY
PLAYERS	
HARDWARE	
PRICE	£TBA
STYLE	EAT 'EM UP

Well, it's hardly at the cutting edge of technology, but will Rampage World Tour's classic style of gameplay be enough to melt our stony hearts? Read on and all will be revealed. Oh yes.



Rampage World Tour


▲ There's a greater level of interactivity in the update, meaning that just about everything is destructable.



▲ There are a vast array of new power-ups for the update.

We have fond memories of the original 1986 Bally-Midway Rampage coin-op. Mixing elements of B-movie plots, some wicked black humour and simplistic gameplay, Rampage was a huge success. But that was back then. A decade on and GT Interactive have resurrected the classic coin-op for the 32-bit consoles, which begs the question, can Rampage still cut it?

Well, frankly, it doesn't. Whilst it is clear that the developers have made a vague effort to bring the arcade classic up to date, the meagre improvements they have lavished upon the game are hardly sufficient for a 32-bit update.

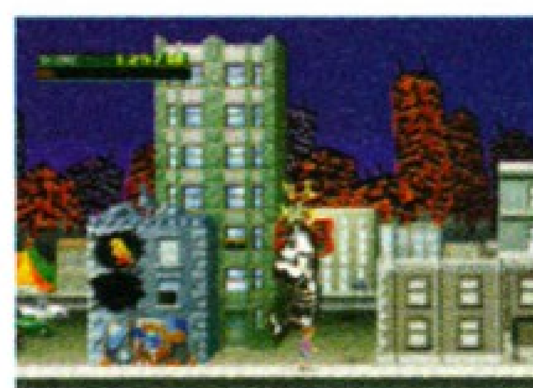
Take the graphics for example. Rampage World Tour boasts more graphical frippery than its arcade predecessor, with the basic sprites of the coin-op being replaced by slightly fancier prerendered sprites. They've also managed to cram in a decent smattering of variety into each of the differently themed locations (as opposed to the nondescript buildings of the arcade original). But that's it. Rampage pretty much looks exactly how you remember it - flat, repetitive and two dimensional. In terms of gameplay, a few new ele-



BUT RAMPAGE WAS BRILLIANT...

Yeah, and we loved the classic eighties coin-op too. But as a home conversion - Rampage sucks. The shallow and repetitive gameplay and distinct lack of variety in the backgrounds didn't seem to matter so much in the arcades. After all, what do you expect for 20 pence? But the finicky UK gamer demands a great deal from a home console game. We would have liked to have seen a level design feature, a battle mode or a few other old coin-ops on the same disc. No such luck. Instead the developers opted for a straight port of the coin-op (albeit with a few new power-ups and so forth), which retro freaks will no doubt love, but is best avoided by the rest of us.







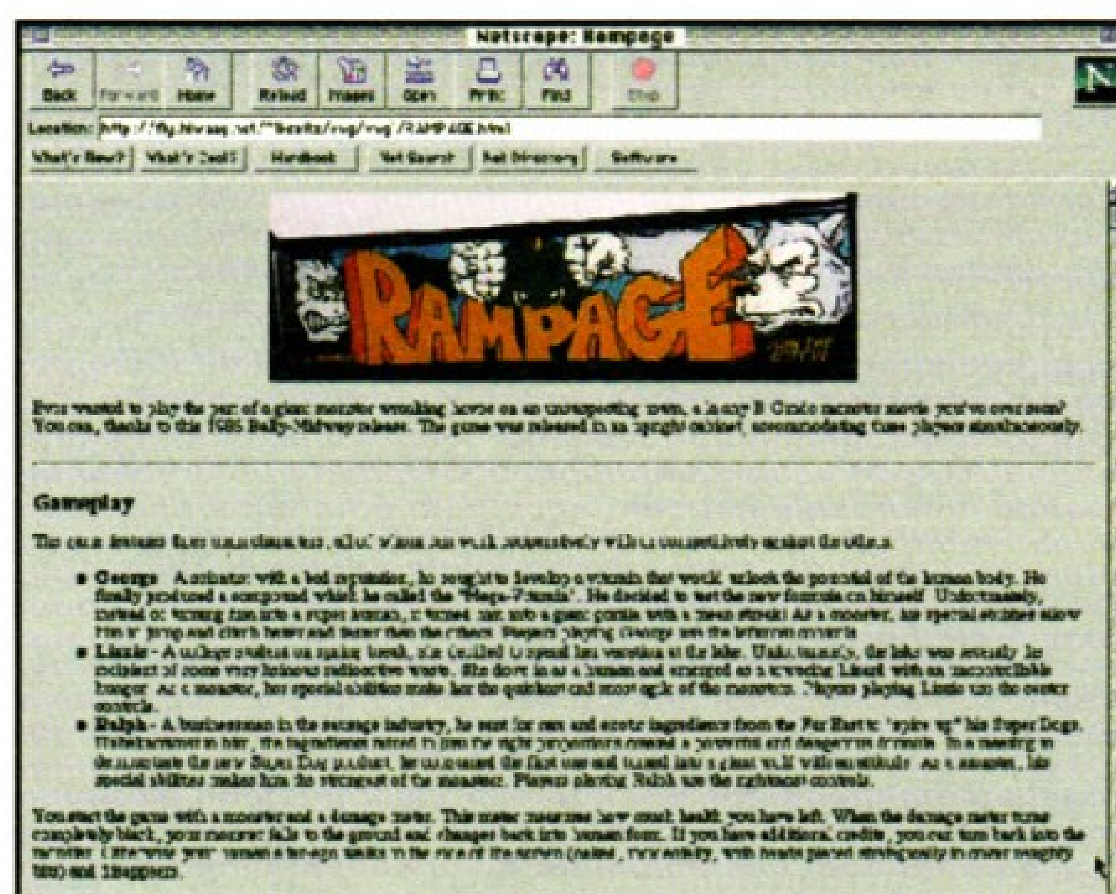
▲ Nostalgia eh? It ain't what it used to be.



▲ Whilst the graphics have been updated from the coin-op, they're still quite underwhelming.

WWW.SEX.RAMPAGE.COM

Those of you with Internet access may want to check out the unfeasibly anal Rampage web site at http://fly.hiwaay.net/~lkseitz/cvg/vvgl/RAMPAGE.html. The site contains reams of information covering virtually every aspect of the mid-eighties arcade classic, including in-depth profiles of the three characters, full power-up lists, playing tips and even technical information on the original arcade cabinet. Of slightly more interest however, is the similarly titled Sex Rampage web site, which is also quite anal but in a more literal sense of the term. Are we allowed to say that?







▲ One of the few redeeming features of Rampage World Tour is the awesome multi-player option, which allows two players to work cooperatively or compete against each other in a head-to-head match simultaneously. It's awesome stuff, but still not enough to redeem the title.







▲ Is it just me, or is this retro thing getting out of hand?

ments have been added to the Rampage formula, such as a greater level of interactivity with the background architecture. What this means is that virtually everything you see is destructible, from police cars to hot dog stands, military tanks and of course, people. There's also a few new power-ups thrown in for good measure, from toxic waste to boxing gloves, each of which enhance your monster's capabilities somewhat. But by and large, Rampage World Tour plays identically to its arcade brethren.

Herein lies the problem. The coin-op was a great laugh for about ten minutes or so, but the lack of variety in the level design and the shallow nature of the gameplay meant that it soon grew quite tiresome. Despite the meagre improvements to the update, the very same criticisms can be levelled at Rampage World Tour. Its one saving grace is the inclusion of an awesome multi-player mode, which enables two players to work cooperatively or compete against each other simultaneously. This opens up a new avenue of gameplay, as players beat the crap out of the architecture and each other.

Still, the fact remains that Rampage World Tour is a disappointing update to the classic coin-op. No serious attempt appears to have been made to update the gameplay for the home console market, and as such is a rather limited and shallow experience.

LEE NUTTER

[Rampage World Tour is a disappointing update to the classic arcade original]

GRAPHICS	Some nice prerendered sprites, but we would have expected so much more for a 32-bit update.	65%
SOUND	There are some pretty decent tunes and cool rumbling monster sound effects.	86%
PLAYABILITY	Rampage remains as addictive, simplistic and rampantly playable as it ever was, if a tad shallow.	85%
LASTABILITY	There's a lack of variety between levels and the gameplay is incredibly repetitive. Good for ten minutes or so.	60%

OVERALL

Rampage remains as playable as it ever was, but the repetitive gameplay makes it a loser on the home consoles.

69%

▼ Fans of the coin-op will love the update, but most gamers will soon grow tired of the repetitive gameplay.

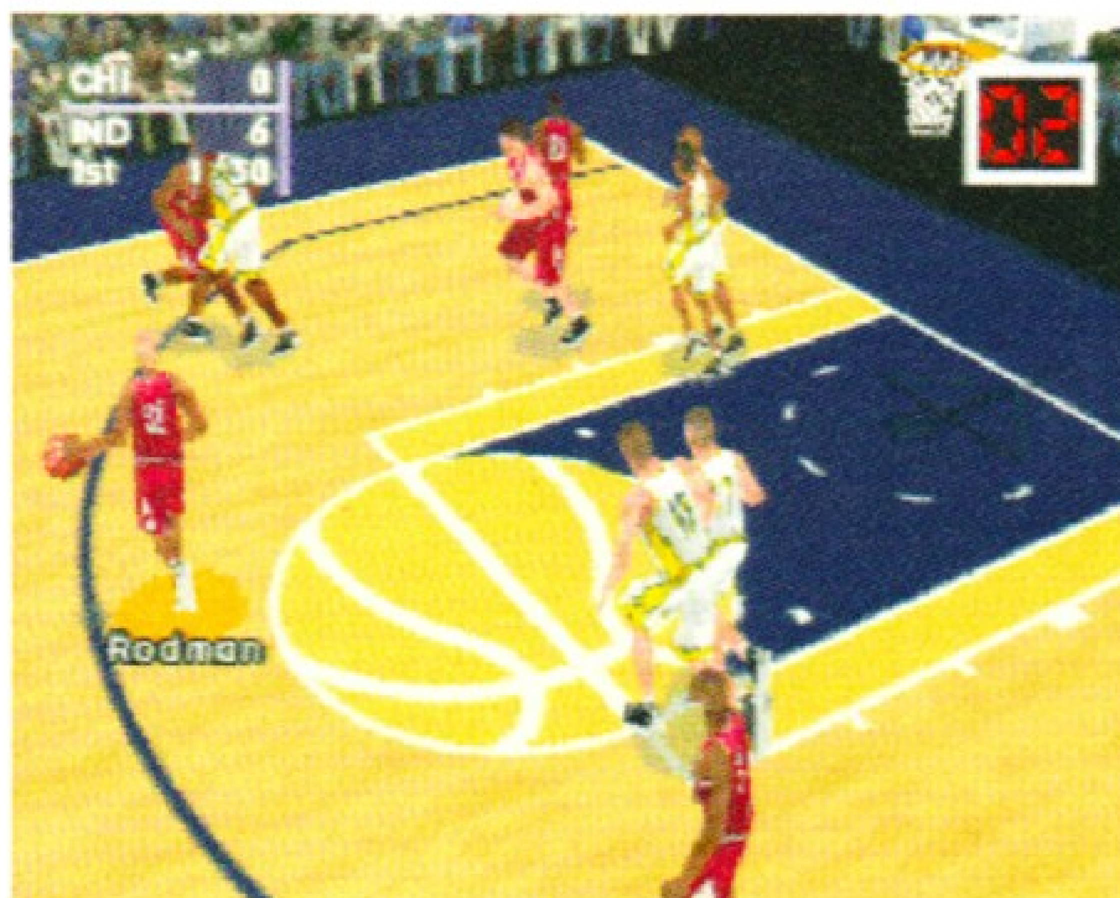


REVIEW

BY	ELECTRONIC ARTS
RELEASE	OUT NOW
PLAYERS	4
HARDWARE	
PRICE	£39.99
STYLE	BASKETBALL

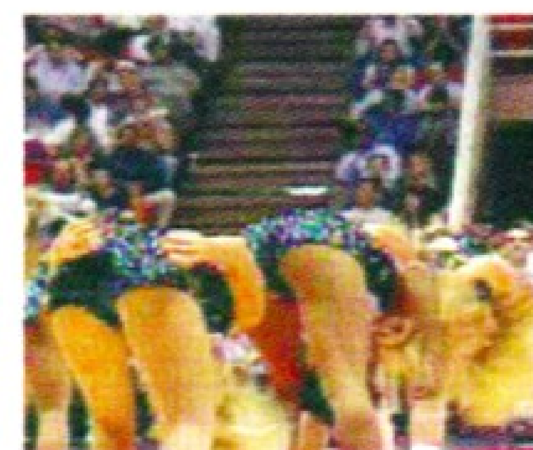
Two basketball games reviewed in the same issue? Have we gone loopy for the hoops? Have we been over-dosing on growth hormones? Have we just gone mad? No, it's only a freaky coincidence...

NBA Live '98













▲ It seems to be a requirement to have a 'silly name' if you want to play in the NBA. Lee Nutter would be popular.

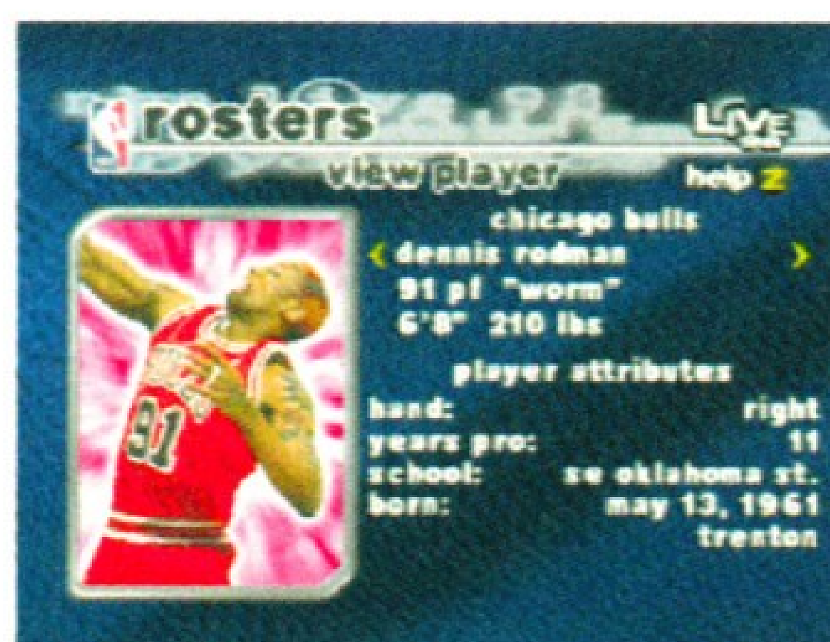
If you're old enough to remember Tucker from Grange Hill, Fame and being able to buy a Mars bars for 15p, you're old enough to remember when Electronic Arts ruled the console sport-game world. Then it all went wrong. The tragic deterioration of the FIFA badge is criminal, and the likes of NASCAR '98 and Battlestations further illustrate the poor quality control at EA these days. Can NBA Live '98 stop the rot?

No. Actually, that's being a bit harsh - Live '98 isn't that bad, it's just unfortunate for EA that Sega are releasing their better NBA game at the same time. The main complaint has to be the graphics - they're just not up to scratch. The players aren't detailed enough, the resolution is pretty low, which makes everything look blocky and fuzzy, and the all-important-in-a-sports-game frame rate isn't high enough.

And loading the game takes ages - easily twice as long as NBA Action, which is strange considering the graphics are half as good. Even genius Professor Stephen Hawking would find it difficult to explain that particular space-time paradox. Why is this? Could it be that EA aren't bothered about coding their games to make the most of the Saturn's hardware? Whatever the reason, there's just no escaping the fact that Live '98 doesn't look as cool as Action '98.

But the bad news doesn't end there. It doesn't play as well either. The players all have a good number of moves and flashy 'dunks', but the blotchy players seem to float around the court, and the jerky







THE RODMAN REALITY TEST

The standard way to judge realism in basketball games these days is known as the Rodman reality test. The mad Chicago Bulls player is known for his 'unique' colourful hairstyles, so it's a great test of the programmer's attention to detail to see what allowances they've made for Dennis' hair. In NBA Live '98, Rodman's hair is permanently pink, which is a pretty good guess I suppose. It doesn't come close to NBA Action's match-by-match changing hair colour for Dennis (see pages 74-75 for more Dennis details), but it's still a pretty good attempt at incorporating a bit of realism. EA's game also features the full line-up of official NBA 'superstar' players, and a good number of different looking lanky players. Shame the graphics are a bit too jerky for you to notice though...









▲ The courts look nice...



▲ ...but rather jerky...



▲ ...and it's very hard...



▲ ...to follow the play.

update really does spoil what could be a great game. There are a good few options though, and the presentation is first rate - the camera angles may be changed to virtually anywhere in the whole arena, and even the zoom can be altered if you fancy a nifty close-up view of the action. Shame there isn't a Jerkiness on/off option, but there you go.

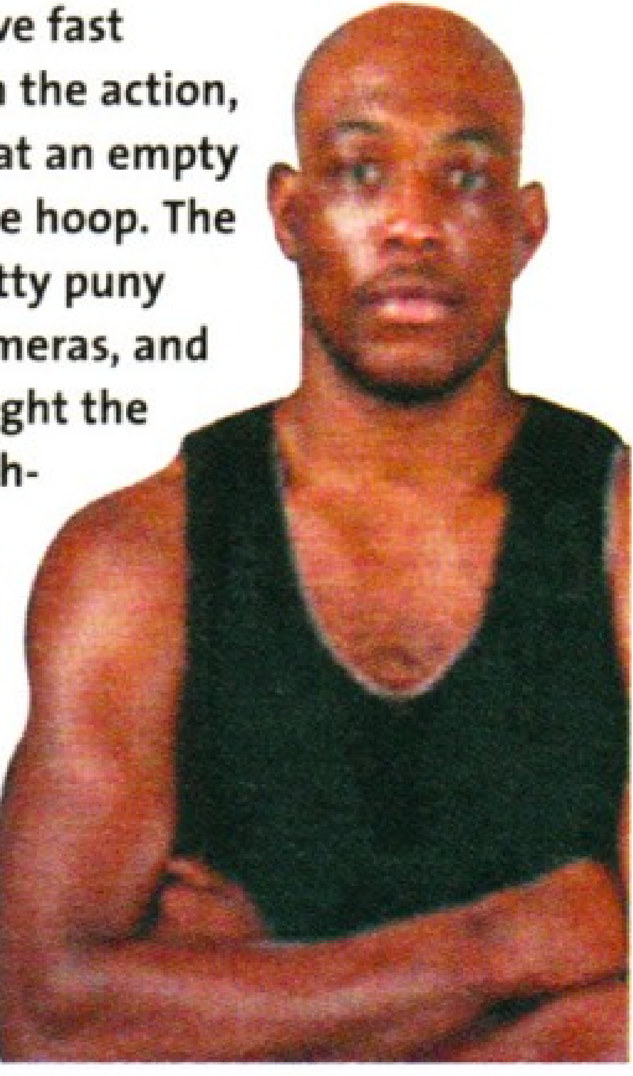
On the plus side, NBA Live '98 is actually pretty tough. The computer controlled teams seem to be very good at stealing the ball away from your players, so more tactical playing and passing is required. Simply charging through the defence is unlikely to lead to a score, as your player will more than likely end up sitting on his backside without the ball. The controls are good - separate buttons for pass, shoot, pivot and a special crossover move are all in there.

So what's gone wrong with Live '98? Well, it all boils down to the low frame rate which slows down the gameplay, makes the players look rough, and makes following the ball much more difficult than in, you've guessed it, Sega's NBA Action '98. Live '98 isn't terrible, but in an issue of the magazine containing reviews of two basketball games you need to know which one is the best - and it's not this one.

GARY CUTLACK

TIME FOR SOME ONE-ON-ONE

So why is NBA Live not as cool as Sega's offering? Well, it's just not as smooth. The camera angles don't help much either - the default view is too far away from the players, and on certain views the camera doesn't move fast enough to keep up with the action, leaving players staring at an empty screen or the back of the hoop. The action replays are a pretty puny show as well - static cameras, and they just serve to highlight the problems with the graphics. NBA Action '98 is by far the better hoop game, and don't even think about suggesting we prefer NBA Action simply because it's the Sega game - we are a magazine of great integrity!



▼ If you fancy playing as a five stone weakling or wearing some jazzy wrap-around sunglasses, the Player Create option comes in handy. Their bodies morph before your very eyes as the height and weight options are changed, and their faces can be altered as well.



[Shame there isn't a jerkiness on/off option. Sega's NBA Action is way better]

GRAPHICS	Once you find a decent close-up camera angle it looks fairly good. The slightly slow and jerky update spoils things a bit.	**70%**
SOUND	The commentator is a bit quiet, only popping-up to occasionally announce the scorer's name and introduce the game.	**74%**
PLAYABILITY	The players all have a good number of moves and abilities, but it's all made extra-tough to play due to the dodgy graphics.	**69%**
LASTABILITY	Well, there are tons of options - three-point competition, league, cup and of course, unlimited potential for multi-player action.	**80%**

OVERALL

An average game that will always be second best to Sega's NBA Action title - NBA Live '98 could've been so much better.

70%

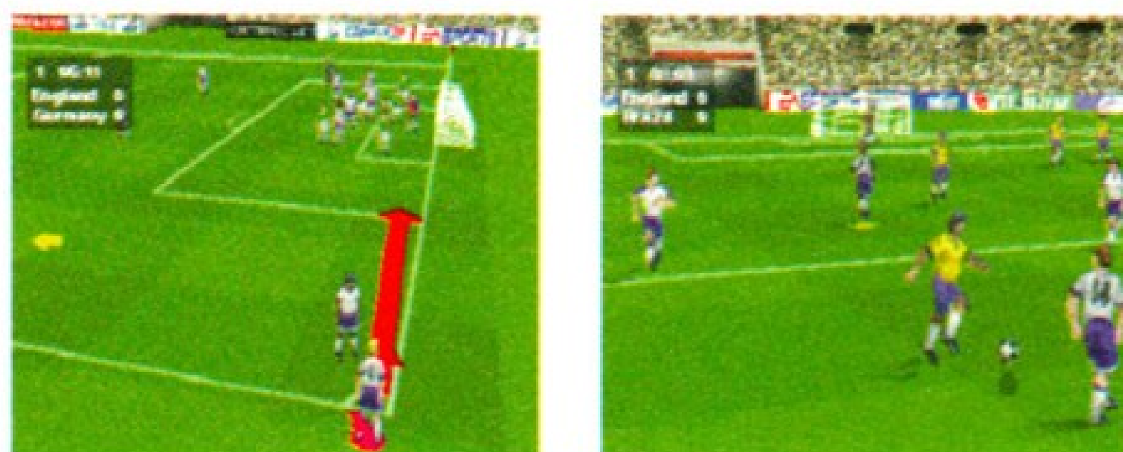
▼ It looks pretty good sometimes, but NBA Action '98 looks a lot better. Sorry EA, that's just the way it is.



BY	ELECTRONIC ARTS	
RELEASE	OUT NOW	PLAYERS x8
HARDWARE	PRICE £39.99	
	STYLE FOOTBALL	

The once mighty sports division of Electronic Arts are readying the latest addition to the FIFA series for release. Is it another hastily cobbled together update or a decent footie sim? Here's where you find out!

FIFA '98



▲ EA's attention to detail is commendable, but FIFA sucks.



▲ The player animation is quite appalling, a far cry from the excellent Sega WorldWide Soccer '98.



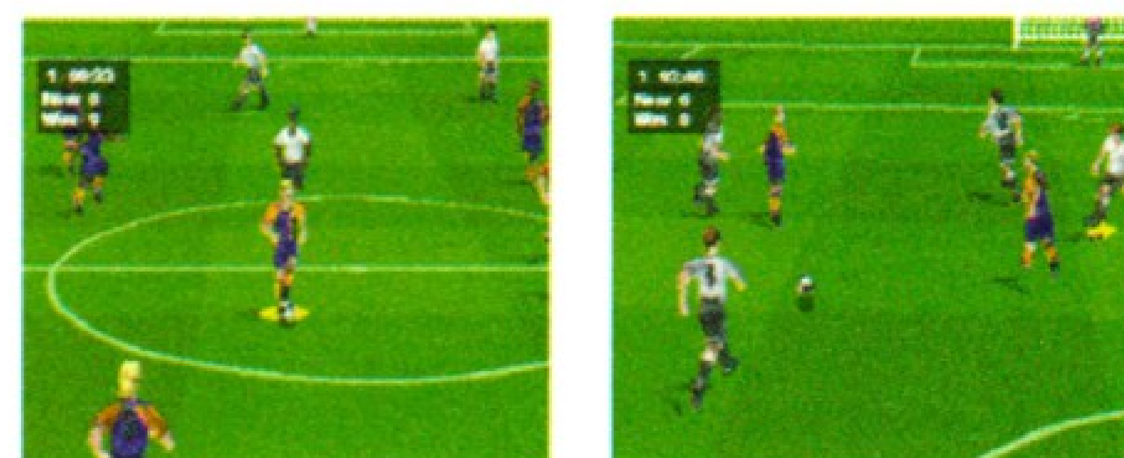
▲ Adjusting the arrows allows the 'keeper to pinpoint exactly where the football will go.

Following on from the steaming heap of cack more commonly referred to as FIFA '97, Electronic Arts are poised to unleash yet another soccer cash-cow, the timely FIFA: Road to World Cup '98. Recounting the trials and tribulations of the qualifying rounds of possibly the greatest sporting event of the decade, EA are touting this as the biggest and best FIFA product to date. Hmm...

So what's on offer then? Well, FIFA '98 comes replete with all the usual over-the-top gameplay variations, options and statistics to ensure that this is the most authentic football experience this side of the real thing. Choose from 16 different stadiums, 172 international sides and of course the most up-to-date Premiership teams. Play a friendly match, league, road to world cup, training or penalty shoot-outs. Then there's the customisable options, allowing players to adjust the weather settings, customise a player or entire squad, adjust the camera angles and... well, suffice to say there's loads of other stuff in there too.

Now, whilst I'm willing to concede that this all sounds very impressive, actually playing FIFA '98 is a different matter entirely. EA's coders appear to have completely ignored Sega's infinitely superior Worldwide titles and stubbornly produced the same sorry formula which led to previous efforts receiving such a slagging. Take the speed of the game for example. It sucks. Those expecting a fast-paced game are in for a big disappointment, as FIFA '98 is slooooow. This is made considerably worse by some very sluggish controls, with a noticeable time-lag between button press and the action being executed.

Then there's the CPU artificial "intelligence." It stinks. At times the players will completely ignore the ball when it's yards in front of them, while the 'keepers let in some outrageously poor strikes at goal. There are also some irritating "hot-spots" on the pitch, where a shot at goal is practically guaranteed to hit the back of the net. It really is quite appalling.



▲ Yeah, FIFA's got loads of options and gameplay variations, but when it plays like a dog – who cares?

[EA are touting this as the biggest and best FIFA game to date, but they're wrong!]

HOW CLOSE TO THE PREMIERSHIP?

Aside from the inclusion of 172 international teams, FIFA Road To World Cup '98 also boasts the most up-to-date Premiership teams and player listings. So with Electronic Arts priding themselves on their meticulous attention to every conceivable detail, how close are the Premiership sides to the real thing? Well, they're pretty damn close actually. It's commendable that EA have managed to represent most of the players accurately in strips, hair and skin colour. Take Chelsea for example, a team close to our hearts here at SSM. Frank LeBoeuf has a shiny bald head, as does fellow team mate Gianluca Vialli. And of course, Manchester United's Peter Schmichael has albino white hair. However, I don't quite remember Paul Ince having a '70s-style afro hair cut, but overall the effect is most impressive.











▲ Guess what? EA have yet another FIFA title planned for later this year, focussing on the World Cup finals in Paris. Sigh.



▲ Customise a single player or an entire squad. Cool.

WAHOOOOOOOOO!

One of the very few admirable aspects of FIFA '98 is the excellent commentary provided by the "Holy Trinity" of John Motson, Andy Gray and Des Lynam. A massive script consisting of over 40,000 different phrases was recorded to avoid repetition or cock-ups, and on the whole it tends to work very well indeed. In addition, Blur have allowed their excellent Song 2 to be used in the game, though it's only audible on the pause screen. Still, it's an excellent addition to an otherwise shoddy package.





▲ Don't be fooled by high review marks in other mags. Make no mistake: FIFA '98 is rubbish!





▲ EA still haven't managed to get the CPU artificial intelligence right. D'oh!

Things are made considerably worse by the distinct lack of visual refinement in FIFA '98. We were led to believe that EA's motion-capture technology had been recalled for use in this year's update, with Spurs' David Ginola providing the footage, adding to the realism somewhat. Yet the player animation is terrible, with the players shuffling along in a spasticated and unintentionally humorous fashion. I could go on, suffice to say that this is nothing like real football.

As you've no doubt gleamed by now, we didn't like FIFA '98 at all. With the infinitely superior SWWS '98 already available, it defies logic that anyone would purchase EA's latest lacklustre addition to the ailing FIFA series. But they will, crazy fools. They always do.

LEE NUTTER





▲ And there's Seaman on the pitch! Snigger.

GRAPHICS	Whilst the players may look like their real-life counterparts, the frame rate and player animation are terrible.	60%
SOUND	There's some top commentary from Lynam, Motson and Gray trio and the excellent Song 2 from Blur.	90%
PLAYABILITY	The unresponsive controls, dodgy AI and slow speed of the game make it virtually unplayable.	54%
LASTABILITY	There are certainly plenty of options and gameplay variations, but I can't envisage anyone sticking with this for long.	59%

OVERALL

There's little if anything to justify purchasing FIFA '98, especially with two excellent Worldwide games already available.

58%

▼ It's about time EA sorted out FIFA's terrible gameplay, rather than stuffing it full of options nobody uses.



BY	SEGA	
RELEASE	JANUARY	PLAYERS X6
HARDWARE	PRICE £39.99	
	STYLE HOCKEY SIM	

Picking up where Virgin left off after deciding against a Saturn version of Powerplay '98, Sega brought the game under its own sports banner and renamed it NHL All-Star Hockey '98. Clear?

NHL All-Star Hockey '98



▲ "Whoah! It's kind of slippy around here ain't it?"



▲ The replay option allows players to few the last few seconds of action from virtually anywhere in the stadium.

Life is full of bizarre contradictions. Take ice hockey for example, a sport which in this country at least has about as much popularity as badger baiting, yet seems to attract a great many followers as a sports sim. It was always a very popular genre in the 16-bit era, with EA overpopulating the Megadrive with their annual roll-outs of the lucrative NHL licence. Now it's the Saturn's turn, with two of the blighters due out before Christmas, the first of which is Sega's own NHL All-Stars Hockey '98.

So what can ice hockey fans expect from Sega's latest produce? Well, as the pseudo-sequel to Powerplay '97, NHL All-Star Hockey '98 certainly shares many of the same attributes which made the former so successful. The most striking example



being the excellent 3D visuals, which though virtually indistinguishable to those of last year's hockey game, remain some of the finest seen in a sports sim to date. Each of the polygon characters exhibit a painstaking amount of detail, but it's when you see them in motion that you truly begin to appreciate how cool this game is. Each of the protagonists have been superbly motion captured, meaning that they glide, turn, shoot and fall in a most convincing and realistic manner.

Besides being visually pleasing, NHL All-Star Hockey '98 is also an extremely playable hockey sim. What this basically boils down to is the superb game logic, which has been tweaked considerably since its Powerplay incarnation, meaning that each of the

[For a sport that's as popular as badger baiting, it attracts many followers as a sim.]



▲ Each of the polygon characters feature a painstaking amount of detail. See for yourselves.









▲ Despite being an excellent hockey sim, Sega's game offers little new over Powerplay '97.







▲ The tweaked artificial intelligence means that the players react in a realistic manner to any situation.

SO WHAT'S NEW FOR'98

Well, aside from the new name, there's very little been added to the Powerplay '97 game. Being an officially endorsed title, all of the actual teams from the real National Hockey League and respective players rosters and statistics have been updated in line with those of the 1997 season. In terms of gameplay, the artificial intelligence of the players has undergone a complete overhaul, so that the players react to the infinitely variable situations thrown up during the course of the match in a life-like manner. And of course, a few new camera angles have been included from which to view the action from, giving the game a television broadcast appearance. And that's about it. Nevertheless, it's still a fine example of the hockey sim genre.



▲ The motion-captured characters are most impressive, sliding, turning and shooting in a very convincing fashion.



▲ Foul the opposition and a fist-fight breaks out, with the two main protagonists trading blows until one of 'em drops.

players react to various situations in a life-like manner. From intelligent build-ups to a goal-mouth scramble, it's all very impressive stuff.

It goes without saying that Sega's sim comes replete with a decent smattering of gameplay variations to ensure the game remains fresh for some considerable time. Play an entire season of up to 82 fixtures or embark upon a world tournament against 16 foreign teams. There's certainly no shortage of variety.



And it hardly seems worth mentioning that Sega's sim features a full glut of up-to-date stats and tactical options, it's a sports sim after all. But what makes those of NHL All-Star Hockey '98 superior to similar titles is the clever way in which they are presented, so even newcomers to the sport can understand what's going on. Each strategic play is explained in terms of pros and cons, allowing players to make informed decisions about how to play their side. Clever, eh?

So what's the verdict? Well, I came away very impressed with NHL All-Star Hockey '98. The fast and fluid gameplay is married to some excellent visuals and top presentation all round. My one gripe is that as an update, the game stinks. Sure, the developers - Radical Entertainment have added a few new stats and so forth, but that's hardly sufficient to justify the game's release. This could prove a costly mistake, as EA is poised to release their take on the NHL licence, which has already received rave reviews in PlayStation journals. My advice is to hang onto your pennies until next issue, where hopefully (if EA get their act together) we'll be comparing the two hockey sims.

LEE NUTTER





▲ All the violent, bone-crunching tackles are in there.

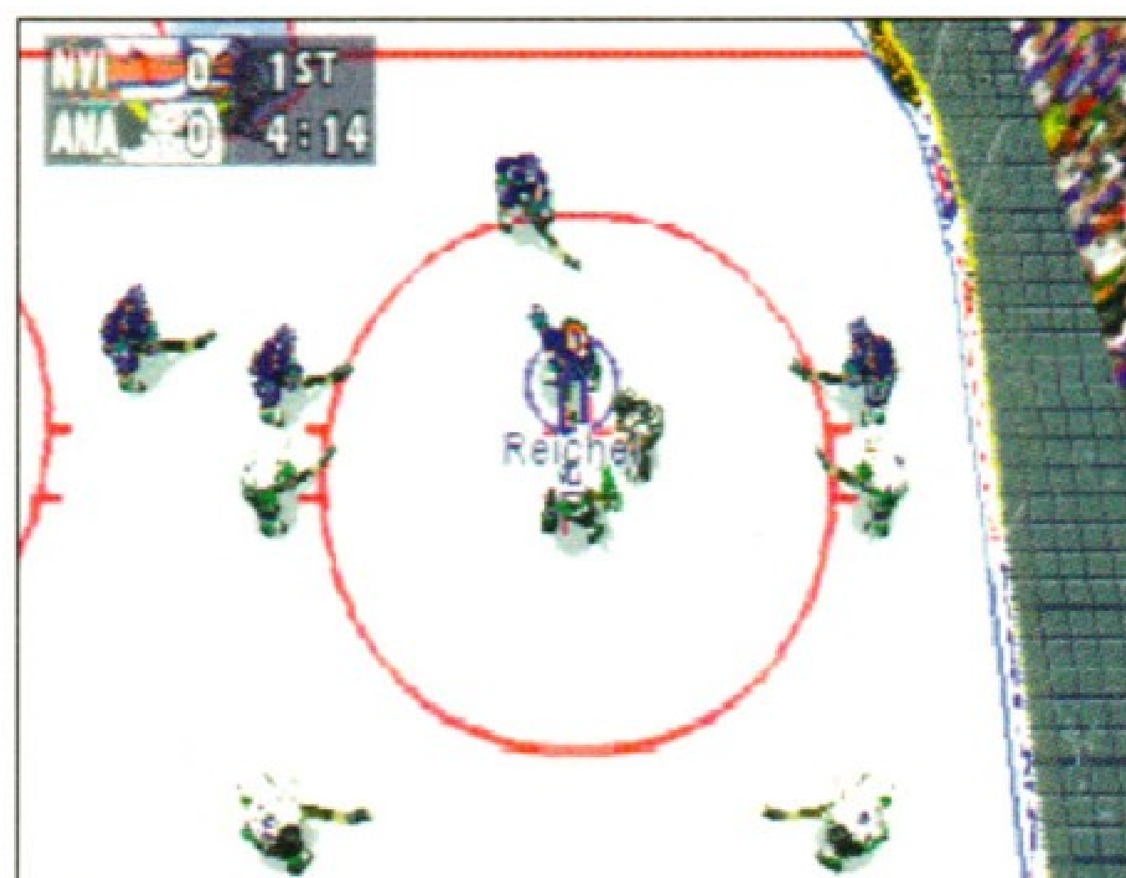
GRAPHICS	Detailed and well animated polygon characters, smooth frame rate and some cool	89%
SOUND	There's some irritating tunes but the sound samples and commentary are pretty decent.	75%
PLAYABILITY	The gameplay is fast and fluid, with intuitive controls and up to six players simultaneously. Pretty cool.	85%
LASTABILITY	Tons of gameplay variations, tactical options, stats and player rosters ensure lastability.	89%

OVERALL

The small improvements over Powerplay '97 make it the best hockey sim to date, but we haven't received EA's version yet.

85%

▼ Is NHL All-Star Hockey '98 better than EA's NHL Hockey '98? All will be revealed next month. Oh yes.



REVIEW

BY	SEGA		
RELEASE	JANUARY		PLAYERS
HARDWARE	PRICE	£39.99	X10
	STYLE	BASKETBALL	

Bloody hell. A basketball game scoring 91%, surely there must be some mistake? Basketball games are supposed to be rubbish aren't they? Sega seem to have broken with tradition...

NBA Action 98



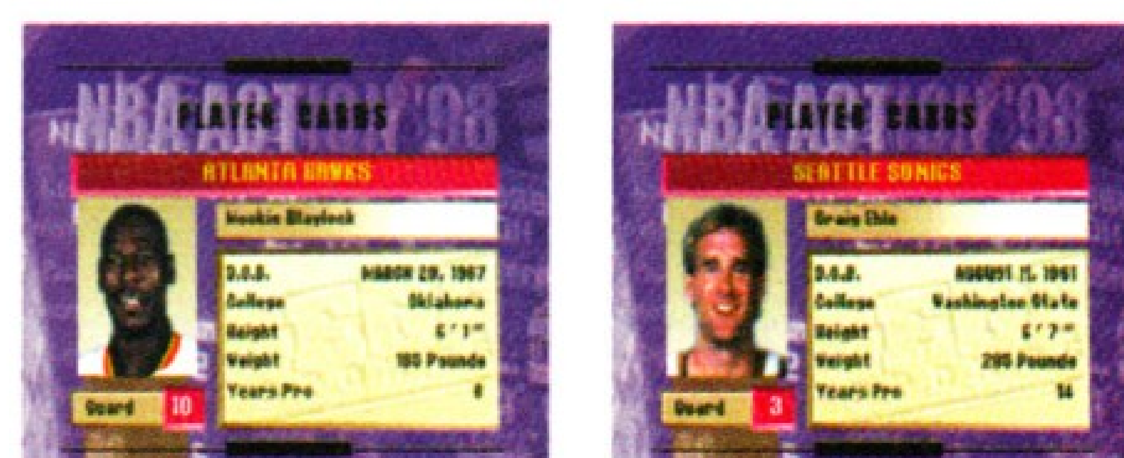
▲ "How on Earth did you get the ball stuck up there?"



Scientists have discovered a strange parallel Universe that exists in the same space as our own. In this strange alternate world, basketball is incredibly popular, loved by millions of people and the players are worshiped as superstars. This parallel Universe is called 'America' and for some reason the occupants are absolutely mad about the flashy end-to-end sport we all know as basketball.

There's no accounting for taste, is there? Still, Sega and their sports department seem to have taken the best bits from the sport and distilled them into videogame format, as NBA Action '98 is, incredibly, a very fine game. As soon as the solid and detailed 3D players run out onto the court, it's clear that Sega have worked very hard to make a great game.

The fluidity in the movement of these players is probably the highlight of the game. Some of the flashy moves are incredibly detailed, with players bouncing the ball between their legs, passing it behind their



back and waving their arms around to distract their opponents. And if it looks good in the game, it's ten times better when an action replay comes up - various camera angles zoom in on the action, and the close-up slow motion views of the dunking and the slamming are incredibly impressive.

Don't worry if that sounds a bit complicated and you're all confused about the rules of basketball - you just pass the ball between the five players on your team and chuck it through the hoop. Simple. And thanks to the dead easy controls, players will be scoring some outrageous dunks and three-pointers after just a few minutes practice. The A button is the key to performing the cool moves - press it when your player is in the middle of the court and he'll dummy a pass or shimmy away from a defender, but press it when he's near the hoop and he'll attempt a more impressive shot at goal. 'Context sensitive' is the phrase I'm looking for. The C button is used for a standard and more

[smooth and playable, and a game that defies logic by being a great basketball videogame!]







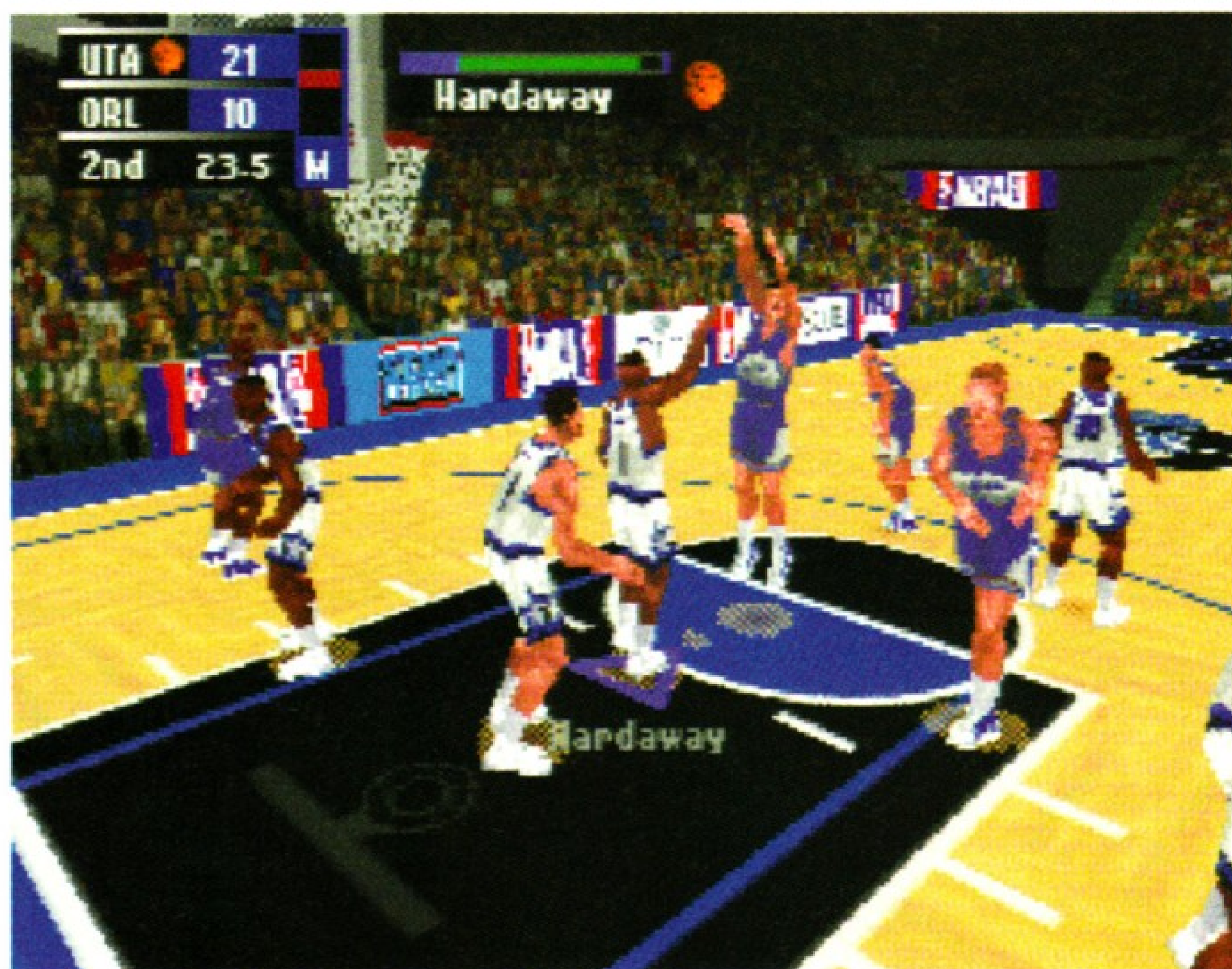






▲ Oh my god! That man has got a beard! There's actually a strict 'No Beards' policy on the magazine, so let's hope the publisher doesn't notice this beardy player. Still, that picture is a great example of the variety and attention to detail that's in the game. Lose the beard though mate.





HAIR AND OTHER DETAILS

Colourful player Dennis Rodman takes two bottles into the shower - bleach and dye - as the loud-mouthed superstar features different coloured hair in every game! This isn't just the programmers idea of a joke either, because Rodman tends to do this in real life, and it's a great example of the detail that's in NBA Action '98, even though poor Dennis is made to look like he's wearing a pink tea cosy on his head. The other players aren't as detailed as Dennis though, but there's still a decent range of different haircuts and facial features.



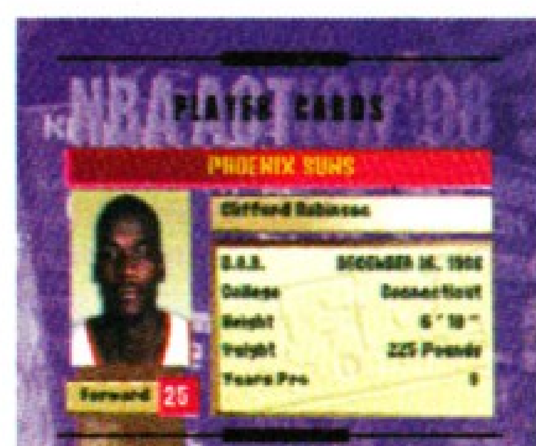
WHY THIS ONE ?

So why is it that NBA Action '98 works, when virtually every other basketball game has been rubbish? Well, predictably enough, it's basically down to the solid graphics and extra-smooth gameplay. Using only three buttons (pass, shoot and 'special' moves) may make it sound over-simplified, but the key to success is in chaining the moves together - a quick pass, a swift shuffle to confuse the lanky defender, followed by a turn-around jump shot slamming the ball into the hoop. Even the anti-basketball elements in the office were impressed. And thanks to the very solid and glitch-free graphics AND the excellent camera angles, it's all rather nice to look at as well. A damn good game.



reliable shot, so if a player is unmarked near the hoop a simple score is possible. Doesn't look anywhere near as good though!

As for options - well, I counted them, and managed to find a total of 51 different settings! And that's before the game even starts. Once a match is under way most of the options can be fiddled with some





more, along with the eleven camera angles that can also be picked. I think that's what you would call a 'comprehensive' set of options! And one of the most annoying features of some sports games has been avoided - the option screens are kept nice 'n' simple, so the game doesn't have to pause and load in the extra features, meaning that making changes is quick and easy, and it's a feature you might actually use.

You need to try and forget the fact that this is a basketball game. Believe me, I hate basketball just as much as the next man, but NBA Action '98 is easily the smoothest and most playable videogame conversion of the sport we've seen so far, and it's actually a really enjoyable game. Not bad. Not bad at all.

GARY CUTLACK

GRAPHICS	Detailed players which animate beautifully and have a huge number of moves. The stadium and replays are great too.	91%
SOUND	A running commentary that keeps track of the action and the players on the ball, all without becoming too annoying.	90%
PLAYABILITY	A basketball game that's actually fun to play! It's all so smooth and fast you forget it's a crappy American sport.	91%
LASTABILITY	As with all sports games, the multi-player mode will keep you busy for ages. A massive solo league challenge as well.	91%

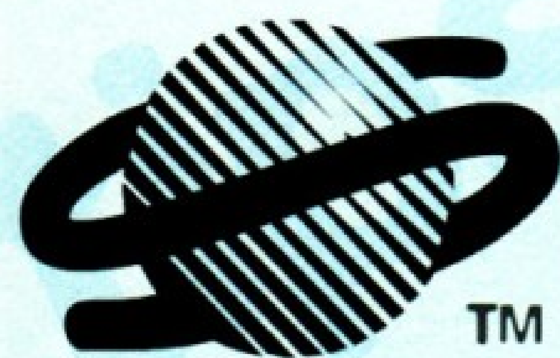
OVERALL

Even if you're not a basketball fan, the sheer playability and smoothness of the game will win you over in the end.

91%

▼ This probably won't convert anyone from the World Cup to the hardcore NBA lifestyle, but it's still great to play.





SEGA SATURN™ tips

Did you all have a nice Christmas and a Happy New Year? I had a great Christmas. I managed to collect all of the Chaos Emeralds on Sonic R, before distributing food parcels to the needy and the poor orphan children. On New Year's Eve I stayed at home and sorted my games collection into alpha-numeric order. I know how to have a good time. Send your party anecdotes to: Sega Saturn Magazine Tips, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.

CROC

Oh, we love Croc. It's impossible to get on the office Saturn these days due to the massive crowd of people always playing Croc. It's so popular we've had to develop a 'Croc Rota' to ensure everyone has a fair turn, and to stop fights breaking out when somebody tries to jump the queue.

LEVEL SELECT

And to help us get to our favourite Croc stage, we activate the level select by holding down **X+Y+Z** at the Press Start screen until the 'Enter Password' option comes up. Then we use the joypad to input the password **LLLLDRRLLDRDLUR**. My turn next!





Croc is quite good actually. If you were a fan of the 'classic' school of 2D platformers on the Megadrive, Croc will keep you happy for a while with its updated 3D platform action.

STEEP SLOPE SLIDERS

If you've bought this copy of SSM on the day it comes out, Steep Slope Sliders should have been released last Friday. So you'll be needing this no doubt:

EXTRA CHARACTERS AND TRACKS

Concerned about the lack of promised 'secret' characters in Steep Slope Sliders? Well, don't worry, they are in there. Players need to complete the tracks setting a time record in the process, to gain the first four extra racers. In the finished version there are at least 13 extra racers to be found!

Once you've gained the first extra four, press the following buttons to gain the 'extra' extra racers:

GIRL ONE

While holding the **Left Shift** button, select the Child.

UFO

While holding the **Right Shift** button, select the Hero.

ALIEN

While pressing the **Left Shift** button, select the Hero.

BABY CAR

While pressing the **Left Shift** button, select the Alpen Racer snowboarder.

GIRL TWO

While pressing the **Right Shift** button, select the Child snowboarder.

PENGUIN

While pressing the **Right Shift** button, select the Bald Bloke snowboarder.

PERA

While pressing the **Right Shift** button, select the Alpen Racer snowboarder.

DOG

While pressing the **Left Shift** button, select the Bald Bloke snowboarder.

SANTA CLAUS

While pressing the **Left and Right Shift** buttons, select the Child snowboarder.

There are also four extra courses we've found (so far) that can be selected once you've found the first four extra racers:

OUTER SPACE

While holding the **Left and Right Shift** buttons, select the Extreme 00 course.

SPACE COLONY

While holding the **Left and Right Shift** buttons, select the Extreme 01 course.

SOUTH POLE

While holding the **Left and Right Shift** buttons, select the Extreme 02 course.

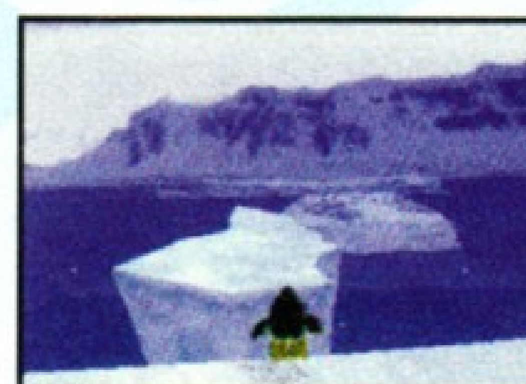
SPACE HALF PIPE

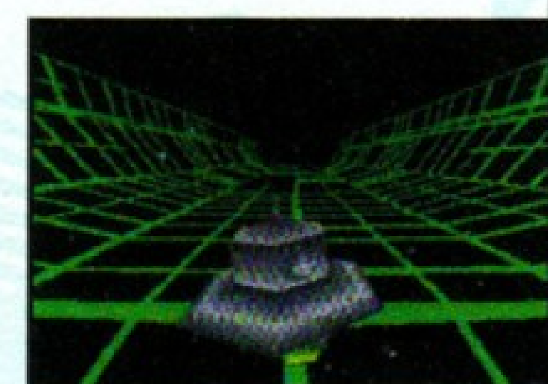
While holding the **Left and Right Shift** buttons, select the Extreme 03 course.





Steep Slope Sliders is in the shops now. You should buy it.





Extra characters, extra tracks and all sorts of tricks and features as well. Well worth spending your Christmas money on.





RESIDENT EVIL

What's the number one most requested tip at the moment? Yup, it's how to access the new Battle Mode feature without having to play right through Resident Evil. And what's this written below? Why, it's the very answer to that very question!

EASY BATTLE MODE ACCESS
You need to have an existing game saved to memory for this to work. Plug a joypad into port two and press **X+Y+Z+Start** on this pad at the title screen. The Saturn says "Resident Evil" and pressing **Start** on pad one will then bring up the Battle Mode option.

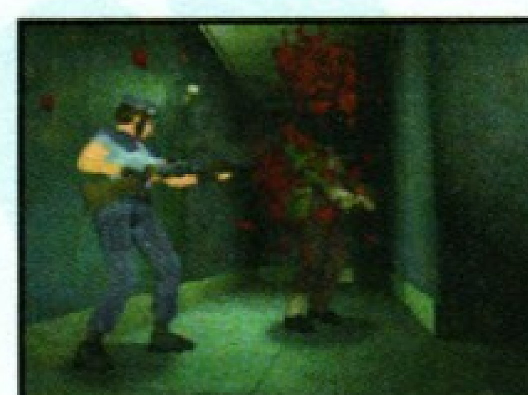
NEW OUTFITS
Plug a controller into port two and start a new game. When the text 'June 1998' appears on the screen, press and hold the **Left and Right Shift** buttons. When the game starts, Jill or Chris will be wearing their swanky new costumes!





Wasn't it nice of Capcom to add these extra things to Saturn Resident Evil? Let's hope we get the sequel soon.





And with Resident Evil and their great 2D games, Capcom must be the most prolific Saturn software producer.

CHRISTMAS NiGHTS

Thanks Carol. Fred Dineage here, and this time we're looking at the main problems you've been having with 'The Best Cover CD Ever' - Christmas NiGHTS. Most of the game is pretty self-explanatory, but a few questions seem to be arising again and again:

HOW TO - OPEN THE LAST PRESENT
If you're playing in the 'Christmas' mode, the last present cannot be opened. Why not? Because this is the present that turns 'Winter' and 'Limited Edition' NiGHTS into the Christmas version of the game, so it obviously has no use when you're in the Christmas game. Comprendé?

SPECIAL DATES
You already know about the date specific options, so here's the complete (as far as we know) list of special times and dates:

25th December - Father Christmas!
1st January - Happy New Year!
14th February - Valentine Hearts
1st April - April Fool - Play as Reala (you need to complete a normal game as NiGHTS first)
31st October - Halloween
31st December 2099 - Fluorescent snow! How bizarre.



Such a great game, and we gave it away for nothing! (almost).





The time of day also has an effect on the scenery in Christmas NiGHTS. Try playing the game at these times of day (or changing the Saturn's clock) to see some different things falling from the sky:

9:00am - Crescent Moons
12:00pm - Purple Confetti
3:00pm - Sweeties!
6:00pm - Weird stars
12:00am - Hearts



SONIC R

Hello, I'm Carol Vorderman. It seems a lot of you are confused as to what, where, why and how the 'extra' bits in Sonic R are accessed. Worry no longer, as this 'Sonic R How 2 Special' is a handy guide for you to read and learn from.

HOW TO - ACCESS BONUS CHARACTERS
Simply collect the five solid coins on each course, then finish the race in the top three. The extra character then challenges you to a one-on-one race - beat them and they become playable.

HOW TO - PLAY THE EXTRA COURSE
Finish in first place on all four initial courses, and the Radiant Emerald track becomes selectable.

HOW TO - RACE THE SAME CHARACTERS
In the two-player mode both racers can 'be' the same character. Once player one has selected a racer, player two needs to highlight the same character and hold X while picking his or her racer. More balanced two-player races are now possible.

HOW TO - PLAY AS ROBOTNIK
Players need to finish in first place on the Radiant Emerald course. Robotnik is now be selectable.

HOW TO - BE SUPER SONIC
Collect all of the Chaos Emeralds, then press Up when selecting Sonic.

HOW TO - AMUSE YOURSELF
Most of you will have discovered this on your own, but the big shiny 'R' on the title screen can be played around with by pressing one of the top buttons at the 'Press Start' screen. The X, Y, Z and A buttons seem to change the texture on the surface of the R as well, meaning that, quite literally, hours of rotational fun can be had!





HOW TO - AMUSE YOURSELF SOME MORE
We're really scraping the barrel now, but players can zoom in on the character select screen, to make the racers look really big - pressing the Top Shift buttons allows you to zoom in and out to your heart's content. See if you can locate Sonic's secret tattoo.







TOURING CAR PLAYERS GUIDE

COUNTRY CIRCUIT

The opening round of Touring Car takes place at the rather simplistic Country Circuit, a high-velocity speedway which should pose little challenge to most players. The combination of long, wide open straights and gradual, flowing bends makes it the ideal track for novices to get to grips with the tricky handling of the vehicles, whilst seasoned racers can perfect their racing line shaving tenths of a second off their lap times.



FINAL CORNER (RIGHT)
It's possible to take the final corner at full speed, but it requires some precision driving. Approach from the middle of the track and turn in well in advance of the bend, reaching the inside as the corner is at its most severe. Allow the car to drift over to the outside of the circuit as you accelerate out of the corner at maximum velocity. It's that simple.



FOURTH CORNER (RIGHT)
Enter the fourth corner from the outside of the race track, turning delicately whilst easing off the accelerator. When you reach the inside of the curve, step back on the accelerator and allow the car to drift over to the outside of the track.

Yeah, I know we didn't give Touring Car a particularly favourable review, but we know that loads of you guys went out and bought it regardless. So to round off our coverage of Sega's latest arcade conversion, we present our Touring Car players guide, brought to you by SSM's resident racer - LEE NUTTER.



FIRST CORNER (RIGHT)

Taking the first corner at full speed isn't impossible, but lose concentration and you'll soon find yourself in the barriers. Enter the bend from the middle of the track, turning towards the inside of the corner. Ensure your vehicle is hugging the apex in time for the sharp undulation in the road surface, before easing to the left hand side of the circuit in preparation for the next corner.



THIRD CORNER (LEFT)

Approach the third corner at maximum velocity from the middle of the race track, easing over to the outside as the corner progresses. Avoid severe steering, as the wheel-spin drops the engine revs and the car will lose momentum.



SECOND CORNER (LEFT)

The temptation is to approach the second corner from the inside, but the wheels end up sliding and the engine loses a lot of revs. A better method is to turn from the outside to middle and back again, keeping the engine revs high. After exiting the corner, ease over to the middle of the road in preparation for the next corner.

BRAKE LIKE THE WIND

The orange areas of the track denote the points at which you should decrease your acceleration.

GRUN WALD CIRCUIT

The Grun Wald Circuit is another high-speed course, with players rarely needing to lift off the accelerator. A few tricky corners are thrown up during the course of the race and the trademark nasty final bend rears its ugly head again, invariably sending inexperienced players slewing into the barriers. However, finishing in the top few places with a competitive time is essential for players wishing to proceed through the game properly.



FINAL CORNER (RIGHT)

Approach the final hairpin bend from the outside of the race track, drop down into fourth gear and steer severely towards the middle of the circuit. Be careful not to turn too sharply however, as the engine will lose its revs. Maintaining the steering angle, accelerate out of the corner allowing the car to drift back over to the outside of the corner.



FIFTH CORNER (RIGHT)

An easy corner to take in fifth gear, but valuable tenths of a second are saved by taking it in sixth gear. Enter the corner from the middle of the race track, decreasing your speed slightly as you round the corner before accelerating back up to maximum speed.

BRAKE LIKE THE WIND

The orange areas of the track denote the points at which you should decrease your acceleration.

FIRST CORNER (RIGHT)

Enter the first corner of the high-speed Grun Wald Circuit from the outside of the race track, heading towards the inside of the corner with an acute steering angle. Keeping the power on and the same steering angle, allow the car to drift over to the outside of the circuit, straightening up as the corner loses its severity.





FOURTH CORNER (LEFT)

Enter the third curve from the outside of the race track and decrease your acceleration momentarily whilst turning into the inside of the corner, running across the curbs if necessary. It is possible to drift around the corner, but the engine loses revs and you risk running wide into the barriers.



SECOND CORNER (RIGHT)

Players are best advised to use caution when exiting, rather than entering the second bend of the Grun Wald Circuit. Try nudging the steering towards the opposite side (left) on exiting the corner, to maintain the car's stability.



THIRD CORNER (RIGHT)

Enter the third corner on the Grun Wald Circuit from the outside of the race track, maintaining full acceleration whilst turning into the middle of the road. Round the corner and accelerate out, moving over to the right hand side of the track in preparation for the next corner.

BRICK WALL TOWN

The challenging Brick Wall Town Circuit is the final course on the Sega Touring Car Championship roster (bar the hidden circuits) and is by far the most difficult for players to negotiate. The tight and twisty nature of the track affords players little margin for error, with the grass verges and run-off areas prevalent in the previous circuits cast aside in favour of the less forgiving brick walls (hence the name).

BRAKE LIKE THE WIND

The orange areas of the track denote the points at which you should decrease your acceleration.



FINAL CORNER (RIGHT)
At two-thirds of the way down the straight part of the track, drop down the gears to second. Take a wide turn with approximately half your acceleration power and drift around the corner. Straighten the car up so it is parallel with the road ahead and accelerate through the gears to maximum speed.



SIXTH CORNER (LEFT)
Attack the corner from the outside of the track in fifth gear, making a severe left turn before approaching the corner and drifting into the inside of the track. Straighten the nose of the car up and accelerate out to the middle of the circuit in preparation for the nasty final bend.



FIFTH CORNER (RIGHT)
Drop down to fourth gear before entering the corner and run to the inside of the race track throughout the corner. If you oversteer and run on the grass, don't ease up on the acceleration. Towards the end of the curve, shift up to fifth gear and ease over to the right hand side of the track.



FIRST CORNER (RIGHT)

Once the race has begun, accelerate until maximum speed is attained. Drive through the next couple of curves as if it were a straight section of road, pulling your vehicle over to the left side of the race track after the last curve. Once the first corner is in sight, drop down to fourth gear and make a severe right turn. When the nose of the car is almost touching the inside wall, straighten the car up and shift into fifth gear, moving across to the left side of the track in preparation for the next corner.



SECOND CORNER (RIGHT)

Enter the corner from the outside of the track with a sharp steering angle whilst dropping down a gear. If all goes to plan, the corner should be taken in a perfect arc. After exiting the corner, accelerate to maximum velocity and pull your vehicle over to the left hand side of the race track



THIRD CORNER (RIGHT)

Accelerate until at two-thirds of the way down the straight section of track. Drop down to fourth gear and make a severe right turn, easing off the accelerator. Towards the end of the corner, accelerate with full throttle up through the gears, easing the car over to the middle of the race track.



FOURTH CORNER (LEFT)

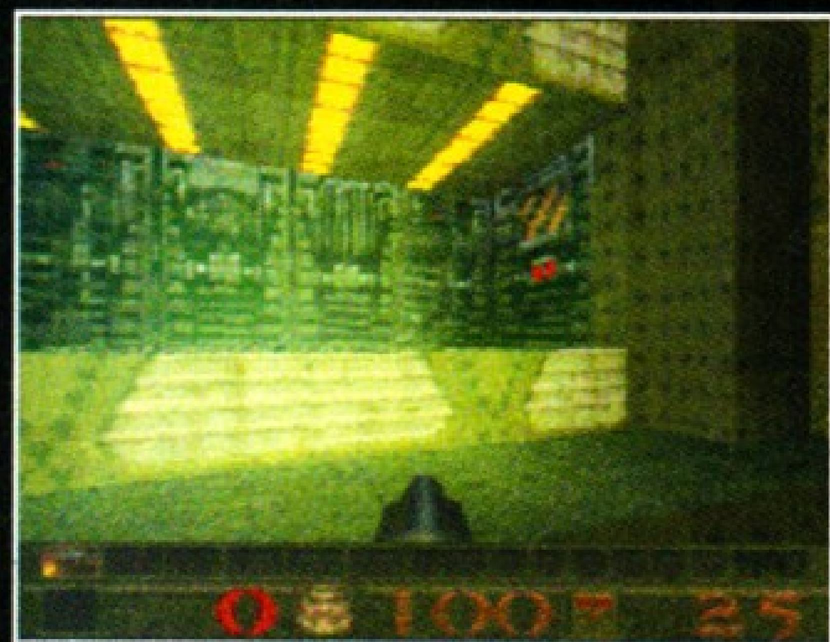
Ensuring you're in fifth gear, enter the corner from the middle to inside without putting a wheel on the grass. Exit from the corner and head towards the middle of the track (middle-inside-middle).

QUAKE Secrets Out! PART 2

Take it from SEGA SATURN MAGAZINE. You haven't completed Quake until you've completed it with 100% Secrets! There's a special ending if you're that clever. Which, incidentally, we are. That's why we've compiled this guide for the complete list of secrets in Saturn Quake which continues in next month's issue. Are we good to you or what? Still... enough! On with the guide.

E1M1: THE SLIPGATE COMPLEX

Secret One: Easy, peasy. As soon as soon you start, turn to the right, jump onto the ledge and shoot the end. You even get instructions on-screen telling you what to do! But still, for completion's sake, here it is.



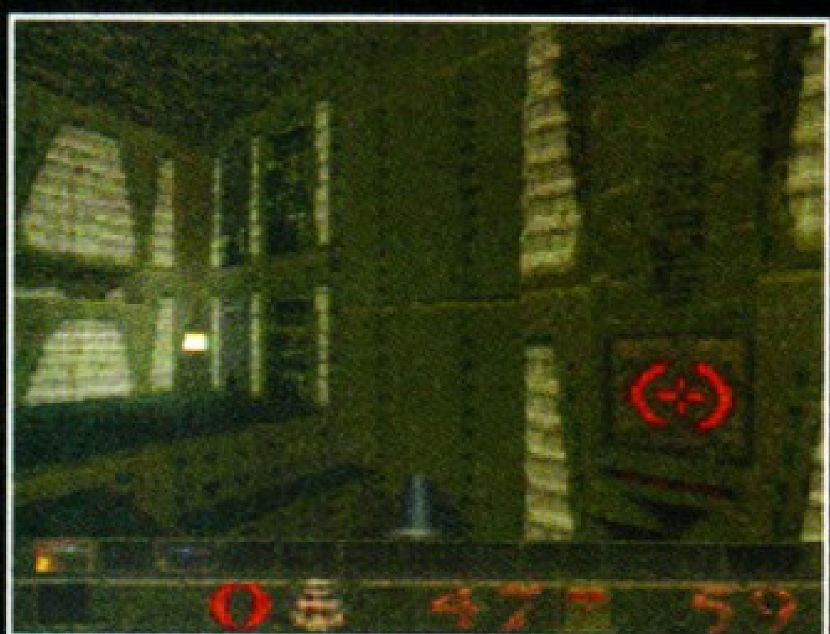


Secret Two: Once over the bridge, go through the door. To the right is a column with an Earth symbol on it. Shooting it allows you to jump up onto the ledge. On one of the walls ia another Earth symbol. Shoot it to reveal a Quad Damage!





Secret Three: Around the corner from the last secret you need to press a switch on a wall to cause a bridge to lower, giving you a path across the slime. Walk to the middle of the bridge and turn left. A red target on the wall can be shot to reveal a secret shotgun to the left. Useful.





Secret Four: To back to the first bridge that spans across some lovely blue water. Jump into the water and go into the underground cave. You'll reach a 100 Health bonus in one recess that gives you more than enough energy to finish off the level. Cross the water and take the lift back up into the original complex (where you find the first secret).





Secret Five: Go to the corridor pictured below. In an alcove you'll see a Bio-Suit (there it is - on the right!). Get it and jump into the slime. You'll see a hidden path underneath which you can follow. Surface and some health and armour are yours!





CASTLE OF THE DAMNED

Secret One: At the start, jump into the water to the left of the bridge. Swim under the bridge and shoot the wall ahead of you - it leads to a secret room.





Secret Two: After negotiating the walls that fire nails at you, you'll find yourself above some water on a horseshoe-shaped path. On the wall you'll see a red symbol. Shoot it to reveal some yellow armour (you might as well get it while you're here), then jump into the water. Below the red symbol is a passage that counts as a secret and warps back to the main complex.





Secret Three: Returning to the area above water described in Secret Two, continue on the horseshoe path and continue forward. Go through the door on the left. In the room you're in now, you'll find a secret switch on the column in the centre. Press it to reveal a hidden Quad Damage! It's best to save this Quad until you have collected the Silver Key as there are some pretty nasty creatures lurking behind the silver door. Kill! Destroy!

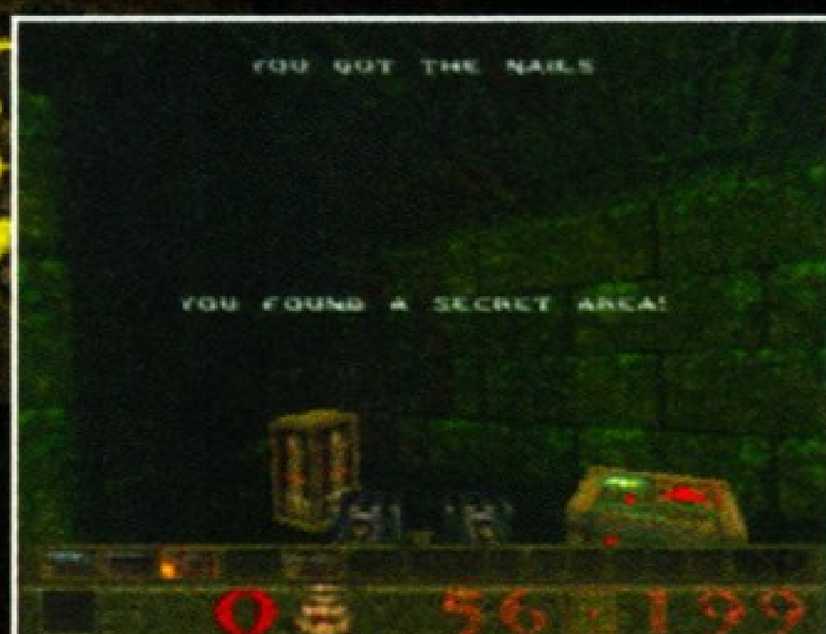




E1M3: THE NECROPOLIS

Secret One: In the first main room where you take out the ogres, take the right path down. Follow the path around and you'll cross a bridge. Drop down here to the left and destroy the zombies (actually it's best to stay up and use grenades to blow up the undead). Directly behind you is a hidden wall. Shoot it to get some extra ammo and health. Cool.





Secret Three: When you need to get the gold key you find yourself jumping down into a zombie-infested water area. After you grab the key head for the wall with a zombie in the corner (pictured). In the middle of this area, allow yourself to fall down into a hidden underwater hole. Swim forward and surface and collect the Ring of Shadows, which allows you to blow up the rest of the zombies here without any effort whatsoever!





Secret Three: At the end of the level there's a section with platforms above you with ogres raining down grenades on you. Take them out and shoot the two gargoyles on the walls to open up the bars blocking your progress to the Yellow Armour. Shoot the back of the wall behind the armour to reveal a warp to take you to the platforms where the dead ogres now lie.





E1M4 - THE GRISLY GROTTO

Secret One: Go through the door ahead of you as soon as you start the level. Shoot the two red symbols. This lowers the ceiling and gives you a useful Yellow Armour! Jumping down to collect it activates the secret... and you're about thirty seconds away from the next secret too!





Secret Two: After Secret One, follow the cave path until you reach the giant lake. Jump into the depths but don't go for the structure straight away. Directly to your right is a hidden cave in the wall. Swim towards that instead as fast as you can (you should see the water surface as in the picture to the bottom left). Some extra rockets await your efforts. Hmmm - not really a huge reward really, but getting all the secrets in the game does give you a good little extra! So trust us - in the long run it is worth it!





Secret Three: A biggie this one! Once you have opened the silver key door, go left, cross the room with the slime and take the lift up. You'll notice symbols on the ground. Run over all of them to open two hidden walls. These drop you down to the little alcoves below where the ogres were attacking you. At the end of the wall on each side is a switch to press. Once pressed, another secret cave opens up in the main pool near the start of the level. This leads to the secret level of Episode One!







E1M5 - GLOOM KEEP

Secret One: At the start of the level, jump off the bridge to the right. In the rock wall is a hidden cave with a great 100 Health power-up and some ammo for the chain nailgun.





Secret Two: From the start, walk across the bridge and go right. Follow the path around until you reach a room with a descending staircase in front of you and a wall to the left. In the far corner of the room is a platform with an ogre on it. Jump onto the bannister of the staircase and then onto the wall. Run forward and take a flying leap onto the ogre's platform. It obviously helps if you kill it first. Collecting the Yellow Armour activates the secret!





Secret Three: At the y-shaped path with the rocket launcher, take the path right. You'll enter a room with three health boxes to the left and a perforator weapon to the right. Collect the weapon and immediately jump up. Now go behind the column and shoot the wall. It should open, revealing a Yellow Armour. Activating this secret isn't as scientific as it is in the PC version - try shooting the little ledge you're supposed to jump up into and make sure the wall behind it gets a few good rounds as well. You'll soon have that armour, trust us!





Secret Four: Take the exit from the room described in Secret Three until you reach the Slipgate warp. The obvious thing would be to go through it and continue on with the game. DON'T! Go BEHIND the Slipate and go through it from that direction. It takes you to the roof of the castle near the start of the stage and gives you a useful Quad Damage... Just watch out for the fiend that materialises right in front of you when you emerge from the warp.





Secret Five: This secret's located right at the very end of the level and sets you up for the next stage quite well. When you fall down the big passage that leads to the level's exit, immediately look behind you and shoot the wall. It should open, revealing a Green Armour and a warp back to the level (in case you need extra health or you've missed another secret).





E1M6 - THE DOOR TO CHTHON

Secret One: From the start, jump down and take the left passage. Walk into the small room directly ahead and collect the Rocket Launcher. Now look up and at the ceiling you should see a red Quake symbol. Shoot it and a door opens. Go through and take the lift to the rafters. Down and to the left is a hidden ledge with a Quad Damage.





Secret Two: Around the corner from the room described in Secret One is a long passage that has a red Quake symbol at the end. This opens up the ground, allowing you to drop down. Another passage down await. When you enter the long passage (there's a 100 Health ahead), you'll see a wall following you, attempting to crush you. Quickly escape and then return to the area BEFORE the wall has gone back to where its start position. Behind it is a warp which takes you to a perforator suspended above the staircase leading to the crushing wall.





Secret Three: When you enter the room with the Silver Key Door, the zombies and the red Quake switch, there's another secret to find. Press the switch. Now on the column in the centre of the room in front of the door a red symbol would have appeared. Shoot it. Now the staircase should drop away, revealing a secret area with some rockets. But don't leave this area too quickly or you'll miss the very next secret area...





Secret Four: Go to the little aloove with the rockets discovered in Secret Three. Don't leave. Instead, wait for the staircase to rise again. This opens up a warp which takes you to a 100 Health power-up... as the screenshots below demonstrate quite well, don't you think? The level gets a bit hairy after this point so that 100 Health really does come in handy...





EPISODE 1 SECRET LEVEL: PURGATORIUM

Secret One: A simple secret to begin with. When you reach the locked door which requires the Gold Key, shoot the wall directly opposite the door. It opens, revealing some useful goodies including a Quad Damage! Yeah!



Secret Two: At the area with the descending ramps where you need to activate two switches, take out the zombies and then scan the edge of the area. There is a small ledge at the top surrounding the area. Walk along it and shoot the wall right at the end to find the secret!





Secret Three: On the run-up to getting the silver key you walk along a ramp above the lava. Look down and you'll see some health on a ledge below. Drop down onto said ledge. There's a door here leading to some extremely useful power-ups. The fact is that by this point just about all of the monsters have been killed, making the Pentagram pretty useless. You can probably access this secret a lot earlier in the level, that being the case. Still this is how WE found it.





DUKE NUKEM 3D

The Guide PART 3



Welcome to the last part of our Duke Nukem 3D guide, where we take apart the last set of levels in the game revealing key secrets and top strategies that'll have you "licking" this game in no time. Well, maybe not, because the game's huge. And hugely challenging too. Hence the guide! Still, enough rambling! On with the tips!

RAW MEAT

Look for the false wall on the right as soon as you start the level - there's a hidden devastator weapon to find. Now jump down, take out the sentry drones and run up the ramp. Inside the Japanese retaurant, search the blue curtains. Inside the second, walk onto the table to access a secret. Also, check the menu in the main hall to find some secret armour. Now find the green alien room, blast hell out of everything and search the room closely - there's an exit to a room with a cash register. Behind that is a closet with the Blue Access Card, which opens the Blue Lock just next to the green room.

Inside this room is a sushi bar. Around the corner is a handprint on the wall. Use it to open a room at the bar itself. Additionally, there is a secret cupboard opposite the handprint. Now open the brown door to continue onwards.

Look out for a basin with water in it. You can actually jump in and go down a long shaft, leading to a huge amount of bonuses - and the Red Access Card. This takes you back to the area where you began. Go back to the kitchens and you should find the Red Key Door with no problems. This leads outside then into a red room with the self-destruct at the end!





BANK ROLL

Outside the bank, you'll see two cashpoint machines. These open up to reveal a secret area. Now find the side double doors and enter the bank. Go up the lift and find the desk. Flick the switch and a small alcove with the Blue Access Card opens. Additionally, the wall opens revealing a devastator. Drop down from the window to open the Blue Access Door.

Shooting the switch to the right opens the wall behind you, revealing a holoduke. When you reach the end of the room, check the painting behind the desk - inside is some health and armour. The switch on the desk opens the door to progress.

Now you're in the vault. On the desk are three switches. These actually control TWO doors (one in front of the other) and you need to enter the combinations in the right order to open both doors and thus move on. Flick all three switches on, then turn the left one off, turn the middle one off then turn the left one back on. Now you progress into a series of vaults. Press the yellow chevroned walls to go through. Follow the left wall around, opening this walls and you reach a lift. This leads to the Red Access Card, which opens up the main vault.

Blow up the room and you'll find an exit leading to both the start of the level and the self-destruct. Onward to the next stage!













FLOOD ZONE

In the water, swim around past the submerged part of the sign and into the little crevice. The Atomic Health signposts an area where you can swim up onto dry land. Scale the rock face to find the Blue Access Card. You can continue upwards to reach the Red Access Door, but really you should jump back into the drink. Beyond the submerged sign mentioned earlier is the Blue Access Door, which opens up into a green cave packed with eggs, ammo, aliens... and the Yellow Access Card. The door for this is in the building itself, there's a way in at the submerged area. Once in here you can either go up to reach the top of the building, or you can go down in order to progress. Once you've cleared out the lower room, go to the building with the large sign partially submerged in the water. Directly under the sign you'll find the Red Access Card. Go through the Red Access Door, drop down the enormous shaft and then hit the self-destruct.







The Red Access Card is the hardest to find in the Flood Zone. Once you've accessed the underwater section of the building with the Yellow Card, flick the switch and head here (above).

LA RUMBLE

Straight after your leave the sewer, you'll notice a crack on the wall. Bomb it to open up a secret area. This directly leads to some stepping stones that allow you up onto a ledge that surrounds a lot of the level - there are tons of power-ups to be looted here.

First order of business is finding the Blue Access Card. Find the biege doors down from a ramp that lead into the building. Inside directly is an enclosed room. Outside is a false wall that leads to a secret. Next to that is a room that has the Blue Access Card in it... along with a crack on the wall which you can blast open. This is a shortcut that takes you right behind the locked Blue Access Door. Check the elevator shafts for a hidden devastator, then take the other elevator up to progress.

This leads you to the top of the building. Now you need to leap across the streets into the adjacent building (there is a ledge making it easier or you can use a jetpack). Inside you'll find the Red Access Card (the painting to the right and the cabinet to the left can be opened to access secrets). The big desk has a switch which allows you to open another secret room in front of you. Opening this is essential - inside is the Red Access Door. This leads to a warp that leads to the self-destruct!





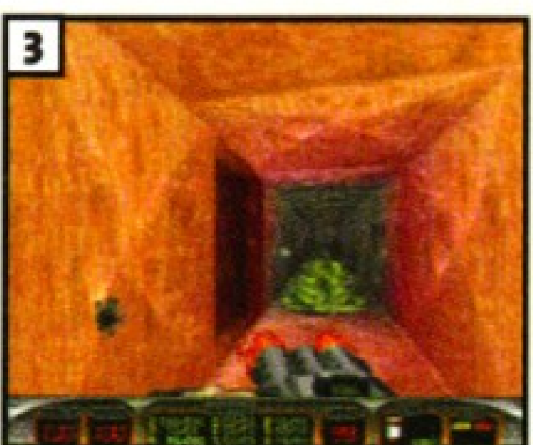






"Hail to the king, baby!" Duke Nukem truly is the finest Saturn corridor blaster ever. To get the most out of Lobotomy's masterpiece simply follow our guides in the next few issues."Hail to the king, baby!" Duke Nukem truly is the finest Saturn corridor blassimply follow our guides in the next few issues.





MOVIE SET

From where you start, jmup behind the cash registers and press them. Then quickly jump out, turn left and grab the Blue Access Card. Next to it is a secret area with TWO Atomic Health power-ups! Open the Blue Access Door outside then jump up into the airvents, which takes you to a new area which contains the Yellow Access Card. Go through the Yellow Access Door wherein lies the Red Access Card (simple so far eh?). Blast the fire extinguisher to uncover some Atomic Health. Now find and open the Red Access Door, flick the switch inside on the right. This opens up the area near where you found the Blue Access Card and opens up the self-destruct. >>






RABID TRANSIT

First things first - take out the laser trip-bombs (the red lines) by using your pipebombs, devastator or rocket launcher, then search the Lunar Apocalypse poster for a handy weapon. Now leap out into the tunnels, heading right. This leads you to the Blue Access Card - return and go down the lef tunnel to find the relevant door to use it on. Inside, jump up onto the postbox and jump through the wall ahead to find a secret. Blow up the alien eggs and grab the Red Access Card, then retrace your steps down the track-way to the Red Access Door (watch out for some heavy alien resistance as you pass the start area). Open it, take out the aliens and jump into the water. An underwater cave leads to the self-destruct.









One of the many hidden areas in Rabid Transport - find the US Post Box, check it and then check out the alcove above. Jump on the box to get inside it.











"Hail to the king, baby!" Duke Nukem truly is the finest Saturn corridor blaster ever. To get the most out of





FAHRENHEIT



Leave the initial area, take a right and jump into the water. There's an exit leading to the Red Access Door. Coincidentally, the Blue Card is here too, so open the relevant door, minding out the assault commandos that materialise behind you. Jump onto the crates and into the house next to the GUILTY sign. Inside, examing the painting for an extra weapon. Additionally, there's a secret to be had by running into the bookcase. AND there's a crack on the wall you can blast. Go back to the Blue Access Door - you can go through the door directly ahead of that and locate the fire engine in the garage.

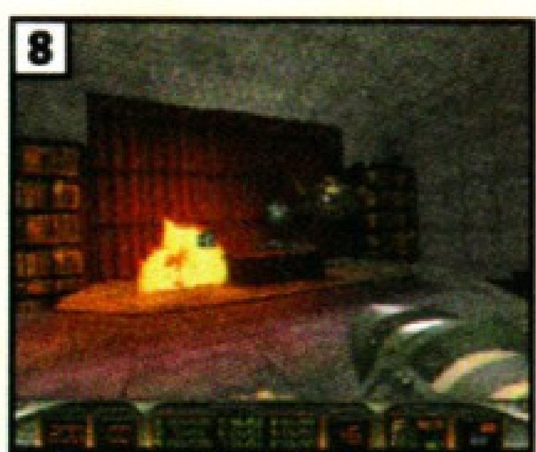
Jump on top of it to gain the Yellow Access Card, the door for which is just around the corner. Now you're in the broadcasting centre!

As soon as you go up the ramp, go to the room behind you. Inside is a door which contains the Red Access Card. Explore a bit then return to the start water area (where you found the Blue Card) and open the Red Access Door. Be prepared for a firefight. Shoot the crack on the wall with your RPG, collect the health then jump into the hole leading to the self-destruct... BUT DON'T ACTIVATE IT!

Instead, go back to the toilet inside the broadcasting centre. The out-of-order toilet (which was completely locked up before) is now open, allowing you access to Lobotomy's hidden Urea 51 level! As the phrase goes: coolio!

















UREA 51

There's little point providing a walkthrough for Urea 51 - it's a test of skill. You get winched around the level for the most part, dealing with aliens, forcefields and gun turrets. There are no secrets. The aim is just to survive.

You can dodge past the first winch by using a jet-pack and this is quite good in that you can take out the pesky gun turrets at your leisure. You get one on front of a concrete block and about five behind it. Shoot the first then lob a pipebomb over the wall to take out the others. This is a lot easier than being winched in front of it.





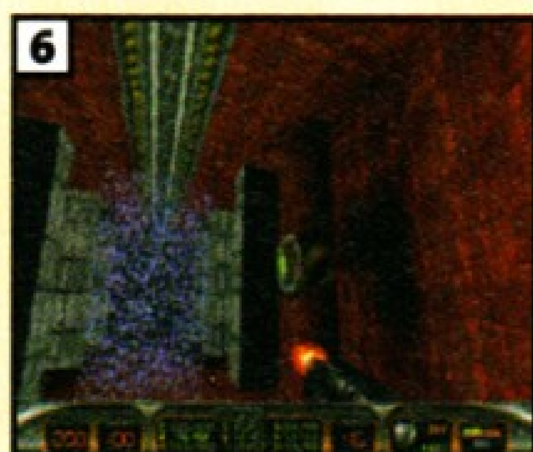






You get some toilets to shoot (and if you want to get DeathTank without an Exhumed or Quake save position on your Saturn you need to shoot EVERY toilet in the game!) but moving onto the forcewalls - blast the switches on the walls into the green position to lower them, but precise shooting is required.

Then you enter the void. When you're above the water, shoot the switch to drop down into the toilet in space. Go around the U-Bend (we're not making this up) and activate the self-destruct. Back to reality!







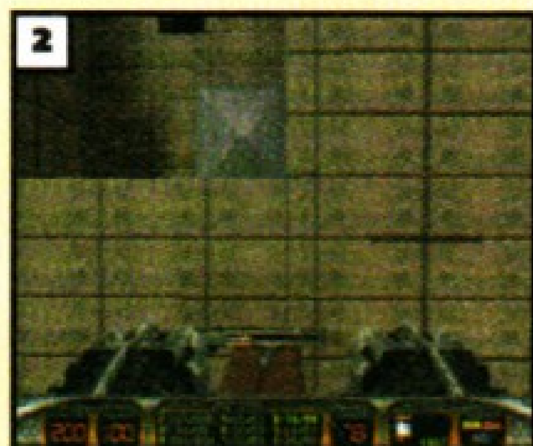
Urea 51 is more of a test of reactions as opposed to puzzles. It's also rather warped. The last area of the stage sees you leaping from the abyss into a giant toilet. Just the sort of bizarre stunt our own Lee Nutter attempts in the EMAP building!

HOTEL HELL

Jump onto the brick wall outside and use it to boost up onto the adjacent buildings. On the ledge you'll find the Blue Access Card which gains you entrance to the hotel proper. Follow the left wall around until you find a room with a first aid cabinet. In this room is a switch you need to activate. One of the exits from this room has a glass window. Blast it, go through, then turn left. A window opens. Jump in and collect the Yellow Access Card inside. This allows you access to the elevator and staircase in the hotel.

Explore this new floor. When you find the glasses next to two unopenable doors, press the wooden wall to the right to find a secret (this leads to the pool behind the unbreakable glass). Blast the fire extinguisher on this level to access an outside ledge with tons of Atomic Health. Jumping onto a ledge leading out opens a series of windows across the street where you collected the first Access Card. Jump into the windows, shoot the vent and go inside it. This takes you to the self-destruct! Coincidentally, there are no secret areas on this level, but there are some bonuses areas to boost ammo.















The exit from Hotel Hell can be accessed via an air-vent. It's always a good idea to check these out.







STADIUM

Taking out the last boss is simplicity itself. Simple use the strafe in conjunction with turning to circle the beast, letting rip with the devastator and RPG weapons. If you run out of gear, use the RPG to shoot the Duf Beer blimp down, which showers the area with ammo. Now enjoy the end-of-game credits and read the Special Thanks ones carefully! Truly this is the Master's game!







COIN-OPERATED

Here it is! The final part of our extensive Lost World players guide, brought to you by our very own lounge lizard, WARREN HARROD, and those talented folk at AM3. These essential tips will help you beat the game's remaining stages and reveal those elusive secret items!

BY	AM3
BOARD	MODEL 3
TYPE	3D LIGHT GUN SHOOTER
COMPLETE	100%



Practice those Snipe and Echo Shots for maximum points.





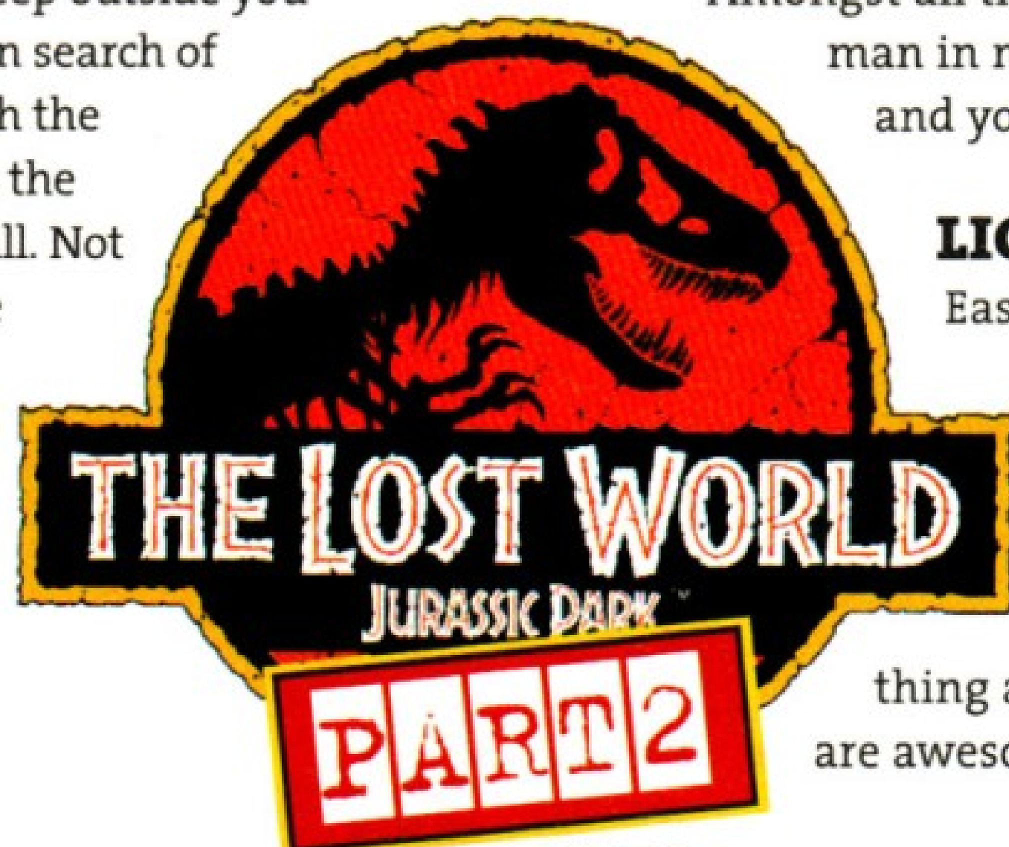
Keep your eyes peeled for power-ups and surprise attacks.

STAGE 3: Enter the Dragons

EVENTS: Short-Cut x 2, Save-Life x 2, Defence, Marksman
ITEMS: Powerbar, S-Powerbar, Lightning

AREA 1

Crossing the lake, players reach the abandoned InGen Site B Laboratory. Parking the jeep outside you make your way inside on foot in search of Ian and Sarah. Entering through the main door you find yourself on the ground floor of the entrance hall. Not surprisingly you find the entire building overrun with hordes of Velociraptors that continually attack from all sides. Use Snipe and Echo Shots (see last months guide) to make your life a lot easier!



POWERBAR

Beside the Power Bar on the counter you can see animated cockroaches on the wall. Whenever you shoot the cabinet they all scuttle around. Not exactly a great secret, but it's still funny!

SAVE-LIFE EVENT

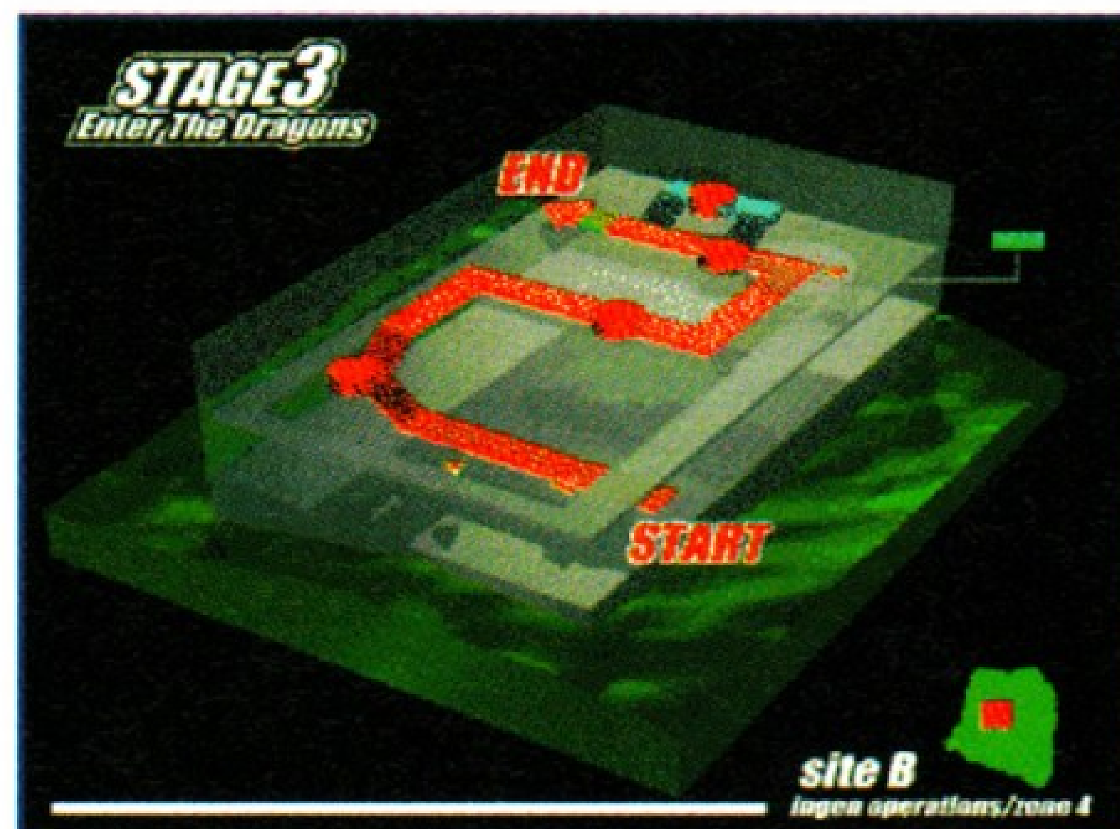
Amongst all the Velociraptor mayhem is a man in need of rescue. Save this guy and you'll receive the Lightning Gun.

LIGHTNING

Easily the coolest weapon in the game and it's all yours for a whopping 19 seconds. Don't waste time, get shooting! This incredible firearm will take out anything and its Model 3 special effects are awesome to behold.

AREA 2

Leaving the wide-open ground floor behind, you make your way up the narrow staircase to the first floor. Prepare to face more Velociraptors again!



Stage 3 is short, but features some devious Short-Cut events.

DEFENCE EVENT

On the way up the stairs a Velociraptor leaps above you, knocking down a large model of a Pterandon. If you have the Lightning Gun (don't worry, the weapon's time limit stretches to here) then it's easy to take it out. If not, then you'll need accurate shots to save yourself! From the second floor landing you can see loads of Velociraptors racing towards you. At the back of the pack is their vicious leader.

MARKSMAN EVENT

Shoot the Velociraptor leader and you'll scare off the majority of the Velociraptors. Unfortunately by this point your Lightning Gun has expired!

SAVE-LIFE EVENT

Move on and you see a man being attacked by a group of Compsognathus. Save the man and get a S-Powerbar (Life-Up).

SHORT-CUT EVENT

As you pass a laboratory room you can see some Velociraptors lurking inside. Unfortunately, they can see you as well! This is a different kind of event from the others. Rather than testing your shooting skill, you need to use a bit of brain >>



The Model 3 struts its stuff in The Lost World: Jurassic Park. A poor movie, but a rock-hard light gun game!



The lightning gun is the most powerful weapon in the game.



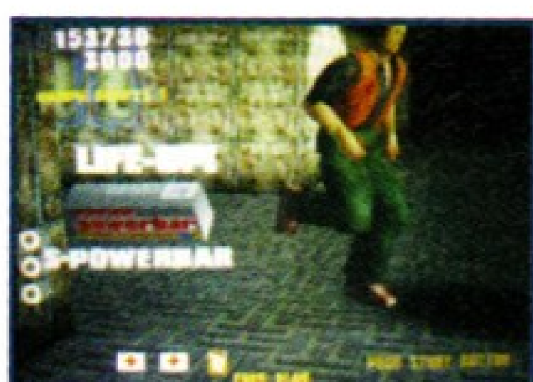
Memorise the Pterandon's repetitive attack patterns. They swoop up from below and also sweep in from both sides.

power instead. To stop the Velociraptors from getting out of the room you're required to activate the door lock. The button lights will illuminate one by one in a random sequence (6 lights for 1 player/8 lights for 2 players). You must memorise the correct sequence and then shoot the buttons in the correct order.

If you succeed then the door locks and the Velociraptors are trapped inside. Stage 3 is completed and your characters and head off for Stage 4. If you fail then your life is going to get a lot more difficult. The carnage begins as two Velociraptors burst through the door and attack you.







Save the man from the Compy and receive an extra life.

SHORT-CUT EVENT

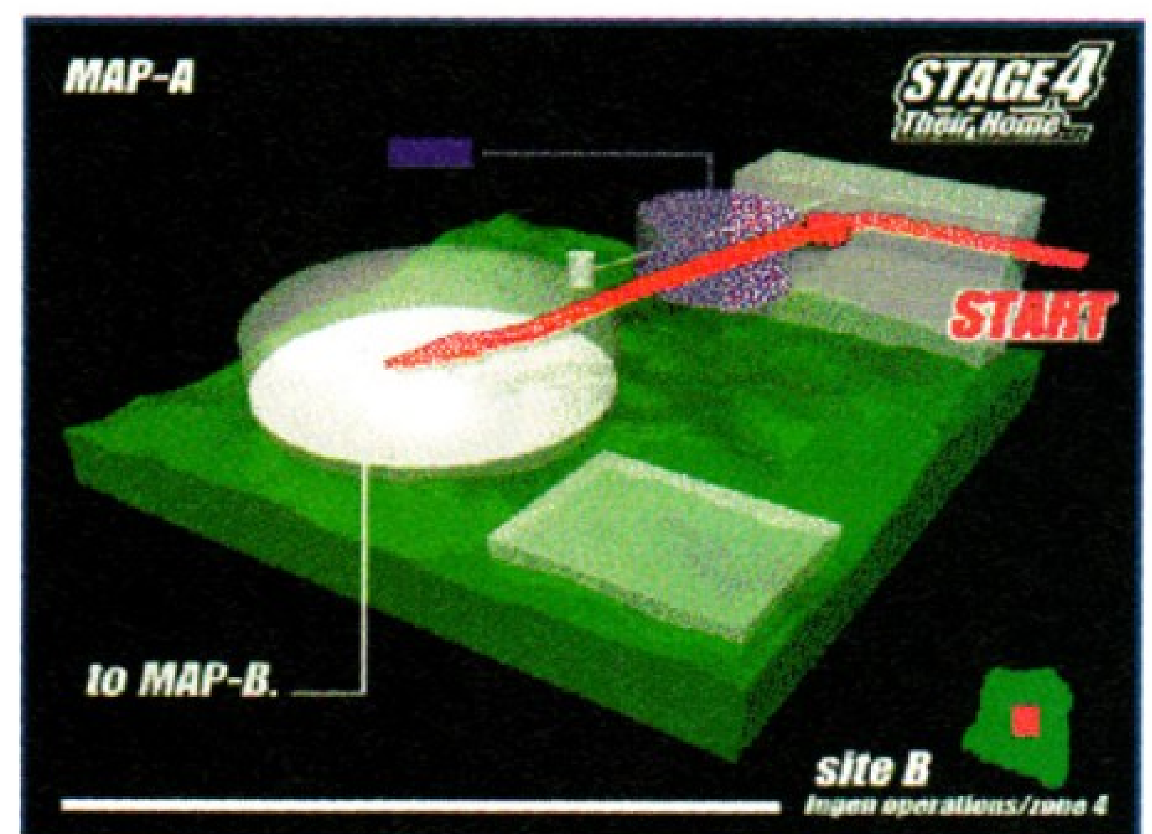
There are more Velociraptors coming after but you have one more chance to escape the main pack by running down the corridor to the exit door. However, the alarm has been triggered and the emergency security shutters are about to close! As you flee down the corridor you must shoot the control panels to prevent the shutters from closing. If they all close then you're trapped. Each shutter has an increasing number of control panels that need to be shot. If you succeed then you escape and Stage 3 is finished. Your characters leave via a door and head for Stage 4. If you fail then you continue to Area 3.

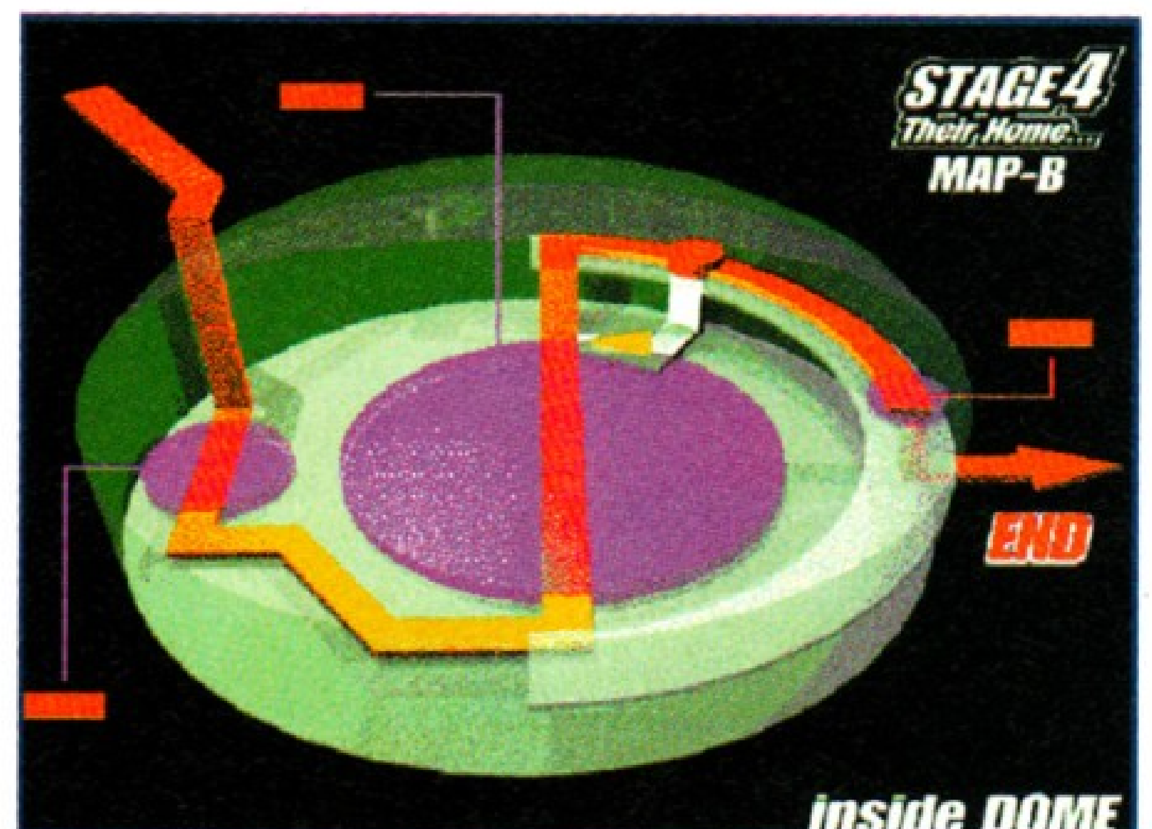
AREA 3

The emergency security shutter close in front of you blocking your escape! You had two chances to avoid this and you blew it! Your reward is a face-to-face fight with a lot of hungry Velociraptors in a very dark corridor. Good luck! They move extremely quickly and leap out of the shadows without warning. Use Snipe Shots to slow them down! Finish them all off and you finally get to go to Stage 4. Congratulations, you've made it!









The Pterandon nest is also home to a sneaky dino boss...

STAGE 4: Their Home

EVENTS: Short-Cut, Marksman

ITEMS: Powerbar

AREA 1

You reach the roof of the Site B InGen Laboratory and look around the surrounding area. In the distance you can see the Laboratory Dome Annex. However, it's a long way away so you decide to take a short-cut by sliding down a rope. Shoot the rope gun!

MARKSMAN EVENT

You only get one chance at this event so you'll need to be very accurate to hit the chimney with the rope gun. If you're successful then you go straight to Area 2. If you fail then your delay allows some Velociraptors to catch up with you. Always shoot the centre one first. Now shoot the rope gun again and it will automatically hit the target.

AREA 2

You slide down the rope towards the dome. Regardless of how many times it took you to attach the rope, a flock of Pterandons suddenly rises up from behind the dome and begin to attack! Memorise their attack patterns and in what order they swoop around. Their attacks get faster and as you're unable to use any spe->>

>> cial shots you'll just have to rely on your shooting skills to take them all out.

AREA 3

Once you've defeated all the Pterandons, you continue your descent down the rope. Reaching the top of the dome you climb down through a hole in the roof and lower yourself down into the dome. As expected, those pesky Velociraptors have infested the dome as well as the main laboratory. It's very dark here and these creatures appear without warning. Also keep an eye open for the Velociraptor Leader! Eventually you spot Ian and Sarah holding a baby T-Rex. However, before you can join up with them you'll have to deal with one of the game's toughest bosses.

AREA 4: CARNOTAURUS BOSS

You enter the huge central laboratory that is now filled with rusting computer equipment. Ian and Sarah run towards you screaming "It's coming!" At first you can see nothing, but slowly the monstrous form of the Carnotaurus begins to become visible. The boss stage is divided into several separate sections:

Part 1: Using computer equipment for cover, you make your way across the dome. The Carnotaurus will attack at regular intervals by fading-in, making an attack, and then fading out again. Although the camera view will go all over the place to simulate you looking for the Carnotaurus, you'll never really be surprised when it finally appears.

Part 2: Ian guides you to an elevator that takes you up to the first floor walkway. At this point you can see a useful Powerbar. Looking down on the Carnotaurus gives you a good look at its entire body. Instead of leaning over to attack you its head is now level with you so it attacks straight on.

SHORT-CUT EVENT

At this point the Carnotaurus will attack as normal, but if you fail to repel it the creature attacks the walkway instead. The floor collapses beneath you dropping you back down to the ground floor again. You now have to get back in the elevator and try again!

Part 3: Moving along the walkway, you reach the lift. You may think you're safe, but as the doors open you'll suddenly be attacked by two more Velociraptors. Quick Shots are the only thing that'll save you here.

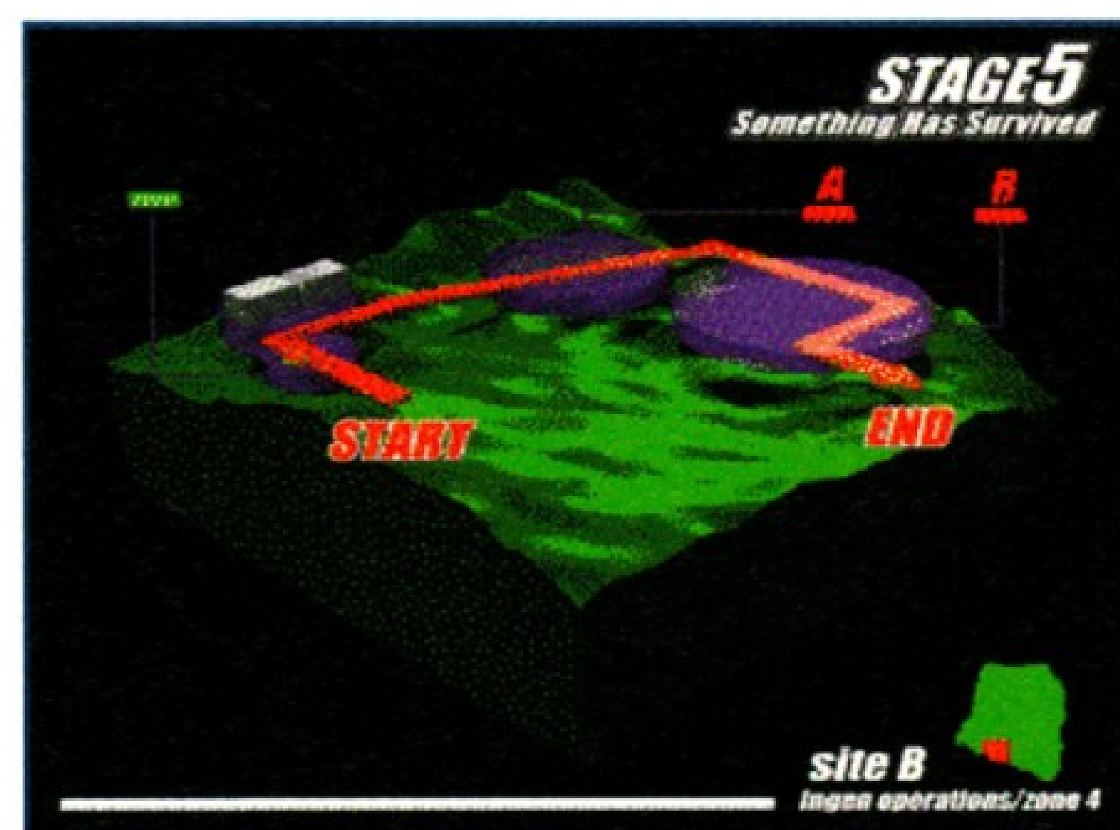


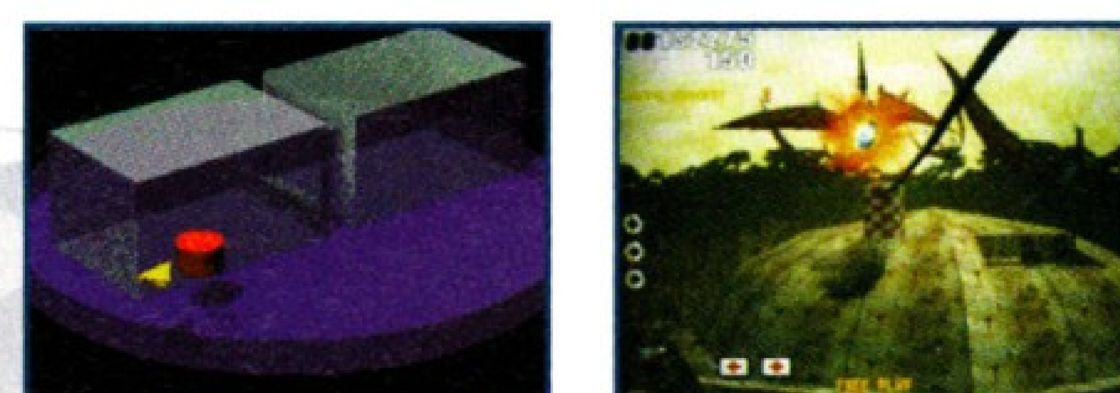
Here's that pesky Carnotaurus trying its sneak attack! This dino really shows off the Model 3's powerful capabilities.





Here we go, your final challenge and the only way off the island.





The InGen trailer is about to become something's breakfast.

Part 4. As you head down in the lift, a malfunction stops it on the ground floor. Now you must face the Carnotaurus again! Its simple attack pattern here involves the creature walking back and forth, taking occasional bite out of you. After repeatedly forcing him back, by hitting all the target sights, it'll collapse and you can escape to Stage 5.

STAGE 5: Something has Survived

EVENTS: Save-Life, Marksman, Defence x 5
ITEMS: Powerbar, S-Powerbar

AREA 1

Having rescued Ian, Sarah and the baby T-Rex, you make your way back to their trailer in the jeep.

SAVE-LIFE EVENT

As you pull up in front of the trailer you see a man being attacked by vicious Compsognathus. Save the man and receive a S-Powerbar. As you move along the side of the trailer, another pack of Compsognathus leaps out to attack you. Don't try shooting them while they're still underneath the trailer as they're small and difficult to hit. Instead, wait for them to leap at you before blasting them.

AREA 2

Leaving the jeep, you carry the baby T-Rex into the trailer. However, you find that two Velociraptors have also managed to get in whilst nobody was looking. You can shoot things in the trailer for an Echo Shot bonus and then shoot the Velociraptors while they're frozen for extra Trick points!



Hunting in carnivorous packs, the Compys are a small but lethal menace. Aim for the centre of the group to disperse them.









"There's no goddamn toilet paper in here!" Visitors to Jurassic Park may find the public facilities slightly lacking.





Players face the wrath of the T-Rex family one last time.

POWERBAR

After dealing with the Velociraptors you'll see a Powerbar lying to one side. Suddenly the rear door of the trailer opens up. The male and female T-Rex have tracked down their baby and attack the trailer in an attempt to get it back! First of all they smash through the side windows. Fortunately, you don't take any damage from the flying pieces of glass. The female T-Rex attacks first from one side and then the male T-Rex attacks from the other side. Shoot them or they'll lean in and bite you.

MARKSMAN EVENT

The view changes to inside the trailer with a Velociraptor about to attack the baby T-Rex. If you fail to shoot the Velociraptor, it attacks the baby T-Rex which is then unable to respond to its parents' calls.







No power-ups here, folks. Use sharp-shooting to stop this beast.

DEFENCE EVENT

Because of this the female T-Rex gets angry and rips off the trailer's roof. Shoot the roof section or lose a life when it hits you. The mother then leans through the doorway and takes the baby T-Rex back.

AREA 3

Taking advantage of the situation, you leave the trailer and attempt to escape in the jeep. However, you are spotted by the female T-Rex who chases after you! This section is almost identical to the Stage 1 T-Rex Boss scene. While she doesn't have any objects to throw at you this time, the situation is made slightly more difficult because it's very dark and you need to use a flash-light to see her.

AREA 4: MALE T-REX BOSS

Just before the female T-Rex collapses she calls her mate. Just like the female, the male T-Rex makes one attack from the side before some of your friends guide you into the village to escape it. However, the T-Rex isn't giving up that easily and crashes right through a building while chasing your pals. He then spots you and attacks. His usual attack pattern is just to walk backwards and forwards making the occasional attempt to bite you. However, he does have some special attacks.

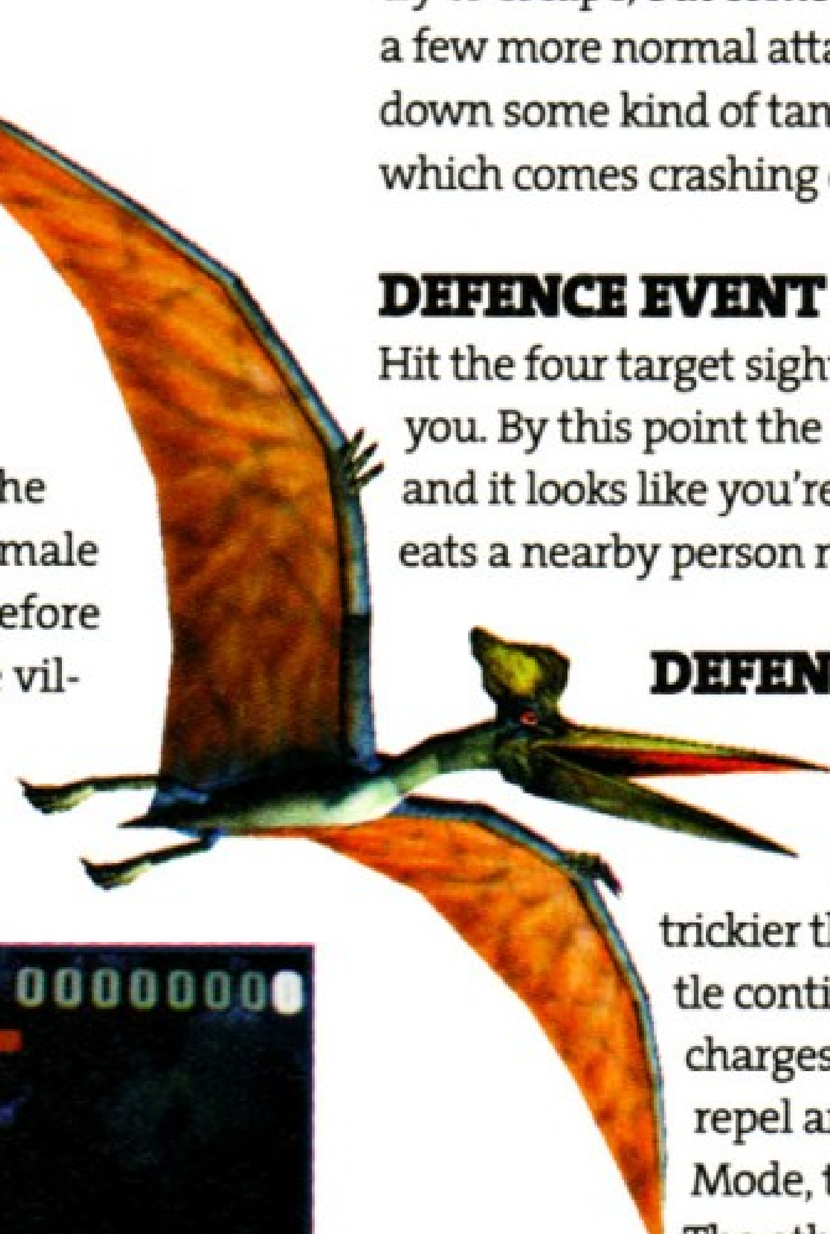


DEFENCE EVENT

The T-Rex's first special attack occurs when it throw some cars at you. He does this twice. Fail to hit the cars and you'll lose a life. This event is tricky because the target sights on the T-Rex are very small and the car is thrown extremely quickly. After a few more attacks you try to escape, but come up against a dead end! There are a few more normal attacks before the T-Rex knocks down some kind of tank structure on the top of building which comes crashing down towards you. Get Ready!

DEFENCE EVENT

Hit the four target sights to shoot the object away from you. By this point the T-Rex is considerably weakened and it looks like you're winning. However, it suddenly eats a nearby person recharging its life bar!



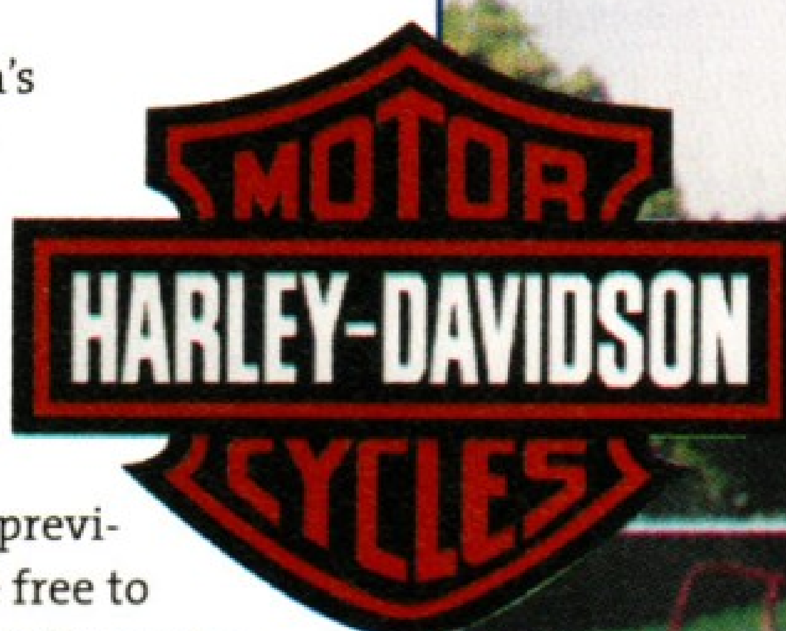
DEFENCE EVENT

With its renewed strength, the T-Rex grabs an iron girder and throws it at you. This object is trickier than it looks so be careful! The battle continues with the T-Rex making charges towards you. Should you fail to repel an attack while in the two Player Mode, the T-Rex grabs one of the players. The other player needs to shoot all the target sites on the T-Rex to free their partner. This is the dramatic climax. The T-Rex has tried everything to kill you, but failed. It's only got one hit point left so it runs off around the back of the building in front of you. It then comes bursting through the building and charges towards you at full speed. Can you stop it's final attack in time? If you do then congratulations, you've survived Jurassic Park!

COIN-OPERATED EXTRA

Once again SEGA SATURN MAGAZINE is the first to bring you all the latest arcade action! On December 2nd, we attended the Winter Arcade Show at Sega's Tokyo headquarters where the company's next wave of stunning coin-ops were unveiled. WARREN HARROD reports.

BY	AM1
BOARD	MODEL 3
TYPE	RACING
COMPLETE	90%



Get your motor running! With Sega's latest dream machine you can free wheel around the streets of L.A. just like a real leather-clad biker. Utilising the Model 3 board for incredible 3D effects, Sega have reproduced an entire city for you to ride around and explore. Unlike previous fixed course games, players are free to choose their own route through the city centre and search for short cuts. In fact as long as you pass through the check points within the time limit you're free to go wherever you like.

Game features include a Music Select button to change the BGM, a four-player link-up option, three racing view points and both front and rear brakes. Each of the five available bikes has their own distinctive sampled engine noises and handling characteristics and players can select from a FXRP Police Motorcycle or FLSTF Fat Boy. Harley-Davidson & L.A. Riders is definitely one to watch out for.



More Model 3 shenanigans with AM1's stunning Harley Davidson. These graphics are mind-blowingly realistic!

BY	AM1
BOARD	MODEL 3
TYPE	FISHING SIM
COMPLETE	100%

The realistic movement of the fish and the breathtaking underwater scenes created using the power of the Model 3 make Get Bass an amazing fishing simulation. With fabulous underwater scenery, crystal-clear water and fish fighting furiously against you, players will almost believe this is the real thing! The game's action is displayed on a massive 50" projection screen while the sophisticated rod controller really adds to the experience. The weight and movement in the rod when you reel in a catch differs depending on the size of the fish you've caught. Can you catch a whopper?

If you pull in a bass with a decent weight and within a set time limit , you'll proceed to the next stage where the action gets even tougher. There are three different areas in Lake Paradise to choose from: Lodge, Cape and Inlet. Each area offers a different fishing experience and if you clear all three areas there's a special event waiting for you!





Y'know, we're big fans of anything that stinks of fish.



Land a large enough catch and proceed to a cool bonus round.

BY	AM1
BOARD	MODEL 3
TYPE	SKIING
COMPLETE	90%



SKI CHAMP

A year after the release of the popular Sega Ski Super G comes an all new winter racing game. AM1's Ski Champ has all the excitement and realism of pelting down a snow-covered mountainside courtesy of the powerful Model 3 board. Players slip and slide their way down a testing course that has been divided into five areas by junctions. You have two opportunities during the race to decide whether you wish to take the left or right route. Depending on the route you take, depends on how tough the course becomes.

Ski Champ also includes a number of potentially dangerous events such as avalanches, cargo trains, forest fires and herds of wild deer to dodge. Each of the game's four characters has their own unique abilities which have to be mastered if you hope to make it through the course in one piece! With both Winter Heat and Ski Champ due for imminent release it looks like Sega have the winter sports market well and truly covered.



BY	AM2
BOARD	ST-V
TYPE	WRESTLING
COMPLETE	100%

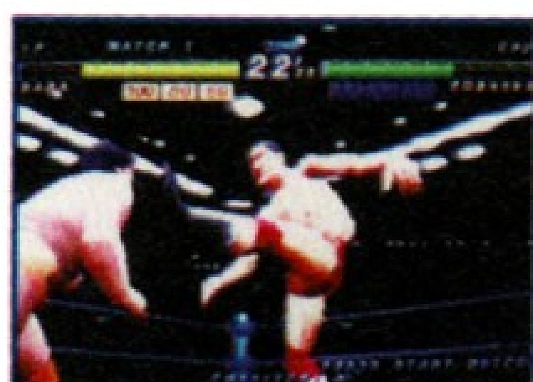


This big Sega Saturn hit (at least in Japan) is now an ST-V release with all the excitement of the original game plus a few new features. As in the console version, the movement of the game's characters have been recorded using motion capture technology. The result is silky smooth allowing you to experience all the thrills of real pro-wrestling experience with over 300 different moves!

The arcade version features improved CPU play as well as a wider range of individual grappling techniques. For those players who've mastered all the techniques of the Sega Saturn version, here's your chance to prove your skills in the coin-op arena. (In memory of Big Daddy)







Big men grunting and sweating... just a normal day for SSM.

BY	PSIKYO
BOARD	MODEL 2
TYPE	SHOOT 'EM UP
COMPLETE	50%



ZERO GUNNER

Psikyo, the undisputed kings of the shooting game genre have mastered the power of Sega's incredible Model 2 technology to create one of the greatest arcade blasters all time. Zero Gunner's stunning 3D graphics need to be seen to be believed as you fly across the skies assaulted by some of the most largest enemy ships that you have ever seen!

Players choose from one of three helicopters (the Cobra, Apache or Gunship) and do battle with terrorists threatening the safety of the world. Your craft is equipped with a basic single shot as well as a powerful Sonic Wave (similar to a bomb) to obliterate your foes. Gaining a Lock-On allows you to keep shooting at your target while flying around the screen. There are also four courses to select from: Asia, America, Europe and Expert. Each one has been beautifully modelled and you can expect such sights as the Statue of Liberty and the Leaning Tower of Pisa! Zero Gunner will be winging its way to you in early '98.



Psikyo's 3D shoot 'em up looks set to take arcades by storm.

and finally...

CANDY

SCHIZO RUBBER FETISHIST FROM HELL!

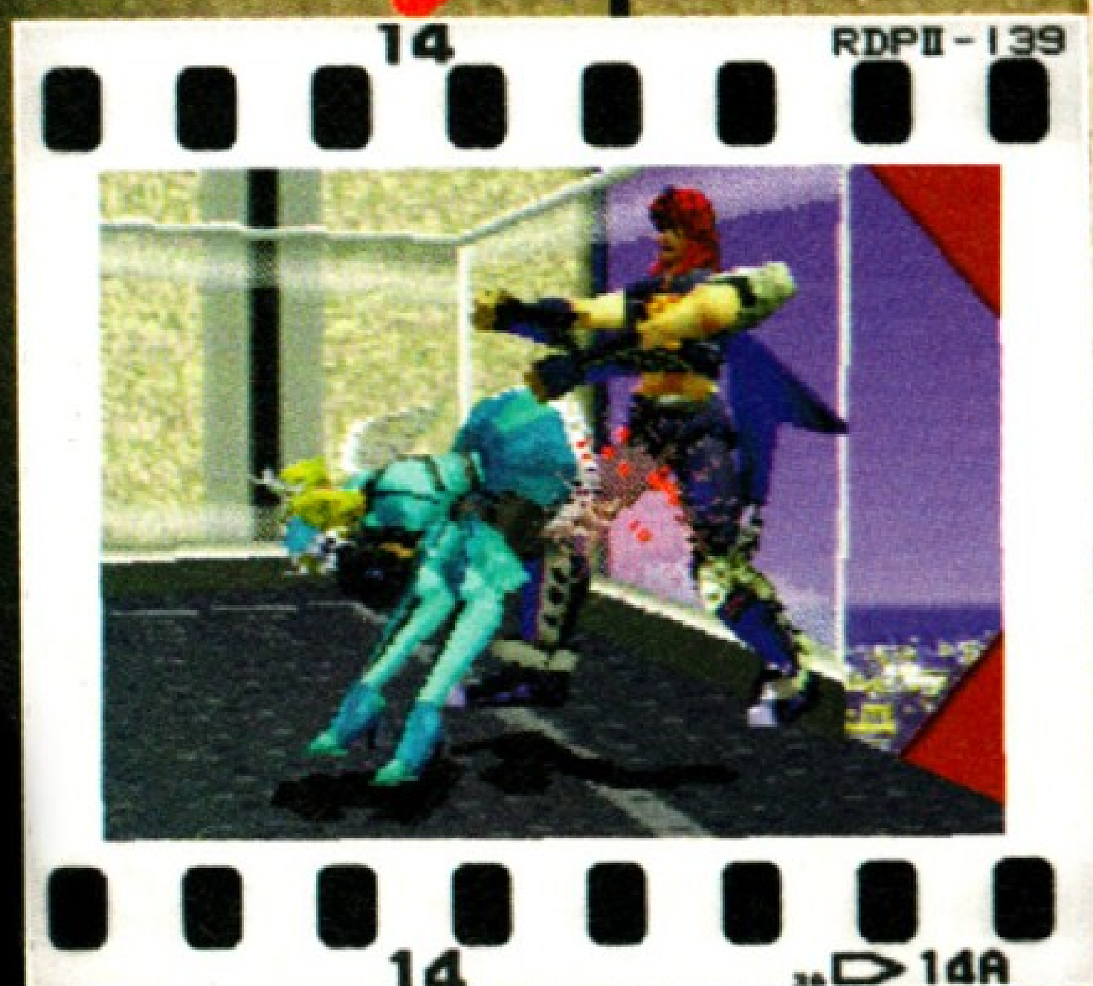
We love Candy and AM2 do too. Why do we think she so great? Well, quite apart from her... intriguing... physical attributes, she has the most crazy whacked-out backstory ever devised for any videogame character ever.

As a normal 16-year-old schoolgirl living in Armstone City, Candy was the epitome of the goodie-two-shoes student, harbouring aspirations to become a leading fashion designer. However, one day Candy created a daring new armoured rubber costume. Upon putting it on her personality radically altered, turning the meek schoolgirl into a raging fighting machine bent on taking down all comers!

As a fighter, Candy's style is simplistic but effective. And put it this way: we certainly wouldn't mind being on the end of some of her "techniques". Like the move that AM2 called "Go To Heaven" where she buries her opponent's head in the junction between her thighs! The "Honey Peach" is another classic, whereby the lovely fighter thrusts her arse in her foe's face. Yup, we'll have some of that...



"Go To Heaven" aka "Death by Genitals". Yeah!



Here's the "Honey Peach" or pair of peaches perhaps.